Filter Sort?

# Mission Director Definition

## Condition definitions

<check_all> *List of conditions all of which must be met*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| exact | expression | *Loop counter - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Loop counter - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Loop counter - Minimum random number (ignored if exact is set)* |
| max | expression | *Loop counter - Maximum random number (ignored if exact is set)* |
| profile | profile | *Loop counter - Random number profile (ignored if exact is set)* |
| scale | integer | *Loop counter - Scale of random number profile (ignored if exact is set)* |
| counter | counter | *Loop counter - Counter name* |

*list of conditions - mandatory - multiple*

<check_any> *List of conditions any one of which must be met*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| exact | expression | *Loop counter - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Loop counter - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Loop counter - Minimum random number (ignored if exact is set)* |
| max | expression | *Loop counter - Maximum random number (ignored if exact is set)* |
| profile | profile | *Loop counter - Random number profile (ignored if exact is set)* |
| scale | integer | *Loop counter - Scale of random number profile (ignored if exact is set)* |
| counter | counter | *Loop counter - Counter name* |

*list of conditions - mandatory - multiple*

<check_value> *Value is in specified range (both value and range can use expressions)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| value | string | *Number or text value* |
| exact | string | *Value range - Exact number or text (takes priority over min/max)* |
| list | expression | *Value range - List of numbers or text (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Value range - Minimum number (ignored if exact is set, cannot be used with text)* |
| max | expression | *Value range - Maximum number (ignored if exact is set, cannot be used with text)* |

<check_age> *Game age value is in specified range (both value and range can use time expressions)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| value | expression | *Game age value (usually {player.age}) - Value* |
| exact | expression | *Time value range - Exact number (takes priority over list and min/max)* |
| list | expression | *Time value range - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Time value range - Minimum number (ignored if exact is set)* |
| max | expression | *Time value range - Maximum number (ignored if exact is set)* |

<check_time> *Time value is in specified range (both value and range can use time expressions)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| value | expression | *Time value - Value* |
| exact | expression | *Time value range - Exact number (takes priority over list and min/max)* |
| list | expression | *Time value range - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Time value range - Minimum number (ignored if exact is set)* |
| max | expression | *Time value range - Maximum number (ignored if exact is set)* |

<check_distance> *Distance value is in specified range (both value and range can use distance expressions)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| value | expression | *Distance value - Value* |
| exact | expression | *Distance value range - Exact number (takes priority over list and min/max)* |
| list | expression | *Distance value range - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Distance value range - Minimum number (ignored if exact is set)* |
| max | expression | *Distance value range - Maximum number (ignored if exact is set)* |

<check_quota> *Check whether another mission slot is available for the specified type of mission*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| discipline | expression | *Mission discipline* |

<player_ship_count> *Number of ships owned by a player (may be filtered)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| typename | ship | *Ship type (multiple values may be separated by \| symbols) - Ship typename (from types file)* |
| class | findshipclass | *Ship class (multiple values may be separated by \| symbols) - Ship class (find)* |
| maker | racemask | *Maker race to match (multiple values may be separated by \| symbols) - Maker race* |
| exact | expression | *Number of ships - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of ships - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of ships - Minimum number (ignored if exact is set)* |
| max | expression | *Number of ships - Maximum number (ignored if exact is set)* |

<player_station_count> *Number of stations owned by a player (may be filtered)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| typename | station | *Station type (multiple values may be separated by \| symbols) - Station typename (from types file)* |
| class | findstationclass | *Station class (multiple values may be separated by \| symbols) - Station class (find)* |
| maker | racemask | *Maker race to match (multiple values may be separated by \| symbols) - Maker race* |
| exact | expression | *Number of stations - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of stations - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of stations - Minimum number (ignored if exact is set)* |
| max | expression | *Number of stations - Maximum number (ignored if exact is set)* |

<player_changed_ship> *Event for the player changing ship*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |

<player_target_set> *Event for the player target being set*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |

<player_target_lost> *Event for the player target being lost*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |

<player_killed_object> *Event for the player killing an object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |

<player_owned_killed_object> *Event for a player owned ship killing an object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |

<player_scanned_object> *Event for the player scanning an object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |

<player_built_station> *Event for the player building a station*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |

<check_inventory> *Check player inventory for item*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| typename | type | *Inventory item typename - Object typename (from types file)* |
| pageid | expression | *Page id of inventory item (ignored if typename is specified, otherwise page 17 used if not supplied) - Page id* |
| textid | expression | *Text id of inventory item (ignored if typename is specified) - Text id* |

<match_sector> *Specified sector matches the race/core/border/coordinates*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| sector | sector | *Sector to check - Sector name* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |
| core | boolean | *Sector is defined as core?* |
| border | boolean | *Sector is defined as border?* |
| x | expression | *Base coordinates to match - X coordinate* |
| y | expression | *Base coordinates to match - Y coordinate* |
| exact | expression | *Number of jumps from base coordinates - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of jumps from base coordinates - List of numbers (takes priority over min/max, ignored if exact is set)* |

| | | |
|---|---|---|
| min | expression | *Number of jumps from base coordinates - Minimum number (ignored if exact is set)* |
| max | expression | *Number of jumps from base coordinates - Maximum number (ignored if exact is set)* |

<count_sectors> *Count matching sectors*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| known | boolean | *Find only sectors known to player? - Known to player?* |
| nearest | boolean | *Select result from nearest sectors only?* |
| core | boolean | *Find sectors that are defined as core?* |
| border | boolean | *Find sectors that are defined as border?* |
| sector | sector | *Used in preference to coordinates if supplied - Start sector for search - Sector name* |
| x | expression | *Coordinates of the specified sector - Start sector for search - X coordinate* |
| y | expression | *Coordinates of the specified sector - Start sector for search - Y coordinate* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |
| exact | expression | *Number of sectors - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of sectors - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of sectors - Minimum number (ignored if exact is set)* |
| max | expression | *Number of sectors - Maximum number (ignored if exact is set)* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<sector_is_known> *Specified sector is known to the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| sector | sector | *Used in preference to coordinates if supplied - Sector to check - Sector name* |
| x | expression | *Coordinates of the specified sector - Sector to check - X coordinate* |
| y | expression | *Coordinates of the specified sector - Sector to check - Y coordinate* |

<object_destroyed_by_player> *Event for the specified object being destroyed by the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_destroyed> *Event for the specified object being destroyed by anything other than the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_attacked_by_player> *Event for the specified object being attacked by the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_attacked> *Event for the specified object being attacked by anything other than the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_repaired_by_player> *Event for the specified object being repaired by the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_repaired> *Event for the specified object being repaired by anything other than the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_targeted> *Event for the specified object being targeted*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_captured> *Event for the specified object being captured*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_claimed> *Event for the specified object being claimed*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_scanned> *Event for the specified object being scanned*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_changed_sector> *Event for the specified object changing sector (also triggered when launching from docked)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_docked> *Event for the specified object docking*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_undocked> *Event for the specified object undocking*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_finished> *Event for the specified object finishing the current command*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_ejected> *Event for the specified object ejecting another object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<object_collected> *Event for the specified object collecting another object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |

| | | |
|---|---|---|
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<cluster_decoupled> *Event for Kha'ak cluster decoupling*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Event object - Object name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<match_object> *Specified object matches the type/class/race*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check - Object name* |
| typename | type | *Type to match (multiple values may be separated by \| symbols) - Object typename (from types file)* |
| category | category | *Category to match (ignored if type supplied) - Object category* |
| class | findobjectclass | *Class to match (multiple values may be separated by \| symbols) - Object class (find)* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |
| maker | racemask | *Maker race to match (multiple values may be separated by \| symbols) - Maker race* |

<count_ships> *Count matching ships*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| typename | ship | *Type to match (multiple values may be separated by \| symbols) - Ship typename (from types file)* |
| class | findshipclass | *Class to match - Ship class (find)* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |
| maker | racemask | *Maker race to match (multiple values may be separated by \| symbols) - Maker race* |
| dockingallowed | boolean | *Find objects that the find object can dock at?* |
| includedocked | boolean | *Include ships that are docked at other ships or stations?* |
| racelogic | boolean | *Find only objects where race logic is enabled? - Object should follow standard race logic (default is yes)?* |
| covered | boolean | *Find only objects where race is covered (pirates only)? - Object's race is covered (pirates only)?* |
| exact | expression | *Number of matching object - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of matching object - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of matching object - Minimum number (ignored if exact is set)* |
| max | expression | *Number of matching object - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<count_stations> *Count matching stations*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| typename | station | *Type to match (multiple values may be separated by \| symbols, unless wares are specified) - Station typename (from types file)* |
| category | stationcategory | *Category to match (ignored if type supplied) - Station category* |
| class | findstationclass | *Class to match - Station class (find)* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |
| maker | racemask | *Maker race to match (multiple values may be separated by \| symbols) - Maker race* |
| resource | boolean | *Find station with resource (instead of product)? Does not work with multiple attribute* |
| dockingallowed | boolean | *Find objects that the find object can dock at?* |
| exact | expression | *Number of matching object - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of matching object - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of matching object - Minimum number (ignored if exact is set)* |
| max | expression | *Number of matching object - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | findcrate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| scanned | boolean | *Object has been scanned?* |
| typename | asteroid | *Type to match (multiple values may be separated by \| symbols) - Asteroid typename (from types file)* |
| exact | expression | *Number of matching object - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of matching object - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of matching object - Minimum number (ignored if exact is set)* |
| max | expression | *Number of matching object - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<resource> *Resource*

| | | |
|---|---|---|
| typename | resource | *Resource type - Yield - Resource typename (from types file)* |
| exact | expression | *Number of units - Yield - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - Yield - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Yield - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Yield - Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<count_debris> *Count matching debris*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| scanned | boolean | *Object has been scanned?* |
| typename | debris | *Type to match (multiple values may be separated by \| symbols) - Debris typename (from types file)* |
| collect | boolean | *Find only debris that can be collected?* |

| | | |
|---|---|---|
| exact | expression | *Number of matching object - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of matching object - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of matching object - Minimum number (ignored if exact is set)* |
| max | expression | *Number of matching object - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<resource> *Resource*

| | | |
|---|---|---|
| typename | resource | *Resource type - Yield - Resource typename (from types file)* |
| exact | expression | *Number of units - Yield - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - Yield - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Yield - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Yield - Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<count_wrecks> *Count matching wrecks*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| typename | wreck | *Type to match (multiple values may be separated by \| symbols) - Wreck typename (from types file)* |
| category | wreckcategory | *Category to match (ignored if type supplied) - Wreck category* |
| exact | expression | *Number of matching object - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of matching object - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of matching object - Minimum number (ignored if exact is set)* |
| max | expression | *Number of matching object - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |

| | | |
|---|---|---|
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<resource> *Resource*

| | | |
|---|---|---|
| typename | resource | *Resource type - Yield - Resource typename (from types file)* |
| exact | expression | *Number of units - Yield - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - Yield - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Yield - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Yield - Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<count_crates> *Count matching crates*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| typename | crate | *Type to match (multiple values may be separated by \| symbols) - Ware crate typename (from types file)* |
| category | cratecategory | *Category to match (ignored if type supplied) - Crate category* |
| illegal | boolean | *Find only creates containing illegal wares?* |
| exact | expression | *Number of matching object - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of matching object - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of matching object - Minimum number (ignored if exact is set)* |
| max | expression | *Number of matching object - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |

| | | |
|---|---|---|
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<count_gates> *Count matching gates*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| typename | gate | *Type to match (multiple values may be separated by \| symbols) - Gate typename (from types file)* |
| gate | gateid | *Gate or gate id (direction)* |
| exact | expression | *Number of matching object - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of matching object - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of matching object - Minimum number (ignored if exact is set)* |
| max | expression | *Number of matching object - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<count_objects> *Count other matching objects*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |

| | | |
|---|---|---|
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| typename | type | *Type to match (multiple values may be separated by \| symbols) - Object typename (from types file)* |
| category | category | *Category to match (ignored if type supplied) - Object category* |
| class | findobjectclass | *Class to match - Object class (find)* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |
| exact | expression | *Number of matching object - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of matching object - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of matching object - Minimum number (ignored if exact is set)* |
| max | expression | *Number of matching object - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<object_relation> *Relation of specified object to another object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to set relation for (player ship if not specified) - Object name* |

<relation> *Object relation - mandatory - multiple*

| | | |
|---|---|---|
| object | object | *Object to which relation should be set* |
| relation | relation | *Relationship to object* |
| mutual | boolean | *Relationship is mutual* |
| comment | string | *Comment for documentation purposes only* |

<object_can_use_equipment> *Specified object able to use particular equipment*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| typename | type | *Equipment ware type - Object typename (from types file)* |

<object_can_carry_cargo> *Specified object able to carry particular cargo*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| typename | type | *Cargo ware type - Object typename (from types file)* |

<object_has_equipment> *Specified object has particular equipment installed*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<object_has_cargo> *Specified object currently carrying particular cargo*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<object_sector> *Specified object is within specified range of a sector*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| exact | expression | *Number of sectors - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of sectors - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of sectors - Minimum number (ignored if exact is set)* |
| max | expression | *Number of sectors - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<object_position> *Specified object is within specified range of a position or object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| exact | expression | *Distance from position - Exact number (takes priority over list and min/max)* |
| list | expression | *Distance from position - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Distance from position - Minimum number (ignored if exact is set)* |
| max | expression | *Distance from position - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<object_is_docked> *Specified object is currently docked (optionally at a specific object)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| dockobject | object | *Docked at - Dock object name* |

<object_is_known> *Specified object is known to the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check - Object name* |

<object_docking_allowed> *Specified object is allowed to dock at another object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| dockobject | object | *Object to dock at - Dock object name* |

<object_docking_possible> *Specified object is physically able to dock at another object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| dockobject | object | *Object to dock at - Dock object name* |

<object_exists> *Specified object exists*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |

<object_is_in_group> *Object is a member of the supplied group*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| group | group | *Group to check - Group name* |

<object_hull> *Specified object has hull level (percentage)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| exact | expression | *Hull percentage - Exact number (takes priority over list and min/max)* |
| list | expression | *Hull percentage - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Hull percentage - Minimum number (ignored if exact is set)* |
| max | expression | *Hull percentage - Maximum number (ignored if exact is set)* |

<object_shields> *Specified object has shield level (percentage)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to check (player ship if not specified) - Object name* |
| exact | expression | *Hull percentage - Exact number (takes priority over list and min/max)* |
| list | expression | *Hull percentage - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Hull percentage - Minimum number (ignored if exact is set)* |
| max | expression | *Hull percentage - Maximum number (ignored if exact is set)* |

<any_object_destroyed_by_player> *Event for any object in the specified group being destroyed by the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_destroyed> *Event for any object in the specified group being destroyed by anything other than the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_attacked_by_player> *Event for any object in the specified group being attacked by the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_attacked> *Event for any object in the specified group being attacked by anything other than the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_repaired_by_player> *Event for any object in the specified group being repaired by the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_repaired> *Event for any object in the specified group being repaired by anything other than the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_targeted> *Event for any object in the specified group being targeted*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_captured> *Event for any object in the specified group being captured*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_claimed> *Event for any object in the specified group being claimed*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_scanned> *Event for any object in the specified group being scanned*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_changed_sector> *Event for any object in the specified group changing sector (also triggered when launching from docked)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_docked> *Event for any object in the specified group docking*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |

| | | |
|---|---|---|
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_undocked> *Event for any object in the specified group undocking*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_finished> *Event for any object in the specified group finishing the current command*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_ejected> *Event for any object in the specified group ejecting another object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_collected> *Event for any object in the specified group collecting another object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_cluster_decoupled> *Event for any Kha'ak cluster in group decoupling*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<all_objects_destroyed> *Event for all objects in group being destroyed*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Event group - Group name* |
| param | expression | *Event parameter value (not used by all events)* |
| param2 | expression | *Second event parameter value (not used by all events)* |

<any_object_exists> *Any object in specified group exists*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |

<any_object_hull> *Any object in specified group has hull level (percentage)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| exact | expression | *Hull percentage - Exact number (takes priority over list and min/max)* |
| list | expression | *Hull percentage - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Hull percentage - Minimum number (ignored if exact is set)* |
| max | expression | *Hull percentage - Maximum number (ignored if exact is set)* |

<any_object_shields> *Any object in specified group has shield level (percentage)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| exact | expression | *Shield percentage - Exact number (takes priority over list and min/max)* |
| list | expression | *Shield percentage - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Shield percentage - Minimum number (ignored if exact is set)* |

| | | |
|---|---|---|
| max | expression | *Shield percentage - Maximum number (ignored if exact is set)* |

<any_object_sector> *Any object in specified group is within specified range of a sector*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| exact | expression | *Number of sectors - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of sectors - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of sectors - Minimum number (ignored if exact is set)* |
| max | expression | *Number of sectors - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<any_object_position> *Any object in specified group is within specified range of a position or object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| exact | expression | *Distance from position - Exact number (takes priority over list and min/max)* |
| list | expression | *Distance from position - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Distance from position - Minimum number (ignored if exact is set)* |
| max | expression | *Distance from position - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<any_object_is_docked> *Any object in specified group is currently docked (optionally at a specific object)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| dockobject | object | *Docked at - Dock object name* |

<any_object_is_known> *Any object in specified group is known to the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |

<all_objects_exist> *All objects in specified group exist*

| | | |
|---|---|---|
| group | group | *Group name* |
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |

<all_objects_hull> *All objects in specified group have hull level (percentage)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| exact | expression | *Hull percentage - Exact number (takes priority over list and min/max)* |
| list | expression | *Hull percentage - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Hull percentage - Minimum number (ignored if exact is set)* |
| max | expression | *Hull percentage - Maximum number (ignored if exact is set)* |

<all_objects_shields> *All objects in specified group have shield level (percentage)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| exact | expression | *Shield percentage - Exact number (takes priority over list and min/max)* |
| list | expression | *Shield percentage - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Shield percentage - Minimum number (ignored if exact is set)* |
| max | expression | *Shield percentage - Maximum number (ignored if exact is set)* |

<all_objects_sector> *All objects in specified group are within specified range of a sector*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| exact | expression | *Number of sectors - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of sectors - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of sectors - Minimum number (ignored if exact is set)* |
| max | expression | *Number of sectors - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<all_objects_position> *All objects in specified group are within specified range of a position or object*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| exact | expression | *Distance from position - Exact number (takes priority over list and min/max)* |
| list | expression | *Distance from position - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Distance from position - Minimum number (ignored if exact is set)* |
| max | expression | *Distance from position - Maximum number (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |

| | | |
|---|---|---|
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<all_objects_are_docked> *All objects in specified group are currently docked (optionally at a specific object)*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| dockobject | object | *Docked at - Dock object name* |

<all_objects_are_known> *All objects in specified group are known to the player*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |

<cue_activated> *Event for cue being activated*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name for event - Cue name* |

<cue_completed> *Event for cue being completed*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name for event - Cue name* |

<cue_cancelled> *Event for cue being cancelled*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name for event - Cue name* |

<cue_destroyed> *Event for cue being destructed*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name for event - Cue name* |

<cue_exists> *Specified cue exists*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |

<cue_is_active> *Specified cue is currently active*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |

<cue_is_complete> *Specified cue is complete*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |

<cue_is_cancelled> *Specified cue is cancelled*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |

<cue_timer> *Specified cue timer value*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |

| | | |
|---|---|---|
| max | expression | *Maximum number (ignored if exact is set)* |

<question_answered> *Question answered*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| question | question | *Event question - Question name* |
| answer | string | *Selected answer* |

<conversation_completed> *Conversation completed*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *Actor object name* |
| conversation | conversation | *Conversation name* |
| answer | string | *Selected answer* |

<cutscene_started> *A cutscene with the given linkage key has started playing.*

| | | |
|---|---|---|
| key | CutsceneLinkKey | *Key that links the cutscene to this cue and all subcues.* |

<cutscene_stopped> *A cutscene with the given linkage key has finished playing.*

| | | |
|---|---|---|
| key | CutsceneLinkKey | *Key that links the cutscene to this cue and all subcues.* |
| cue | cue | *Cue name* |

<objective_cancelled> *Event for an objective being cancelled*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |

<briefing_viewed> *Event for a briefing being viewed*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |

<briefing_closed> *Event for a briefing being closed*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| chance | expression | *Percentage chance of condition being checked (condition fails if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |

**Action definitions**

<do_all> *Actions in all sub-nodes should be performed.*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| exact | expression | *Loop counter - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Loop counter - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Loop counter - Minimum random number (ignored if exact is set)* |
| max | expression | *Loop counter - Maximum random number (ignored if exact is set)* |
| profile | profile | *Loop counter - Random number profile (ignored if exact is set)* |
| scale | integer | *Loop counter - Scale of random number profile (ignored if exact is set)* |
| counter | counter | *Loop counter - Counter name* |

*list of actions - mandatory - multiple*

<do_any> *Actions in one randomly-selected sub-node should be performed.*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| exact | expression | *Loop counter - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Loop counter - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Loop counter - Minimum random number (ignored if exact is set)* |
| max | expression | *Loop counter - Maximum random number (ignored if exact is set)* |
| profile | profile | *Loop counter - Random number profile (ignored if exact is set)* |
| scale | integer | *Loop counter - Scale of random number profile (ignored if exact is set)* |
| counter | counter | *Loop counter - Counter name* |

*list of actions - mandatory - multiple*

<do_if> *Actions should be performed only if the value matches.*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| negate | boolean | *Negate condition?* |
| value | string | *Value to match - Number or text value* |
| exact | string | *Exact number or text (takes priority over min/max)* |
| list | expression | *List of numbers or text (takes priority over min/max, ignored if exact is set)* |

| | | |
|---|---|---|
| min | expression | *Minimum number (ignored if exact is set, cannot be used with text)* |
| max | expression | *Maximum number (ignored if exact is set, cannot be used with text)* |

*list of actions - mandatory - multiple*

<do_choose> *Actions in the first sub-node in which the value matches only should be perfomed.*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

<do_when> - *mandatory - multiple*

| | | |
|---|---|---|
| negate | boolean | *Negate condition?* |
| value | string | *Value to match - Number or text value* |
| exact | string | *Exact number or text (takes priority over min/max)* |
| list | expression | *List of numbers or text (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set, cannot be used with text)* |
| max | expression | *Maximum number (ignored if exact is set, cannot be used with text)* |
| comment | string | *Comment for documentation purposes only* |

*list of actions - mandatory - multiple*

<do_otherwise>

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

*list of actions - mandatory - multiple*

<reward_player> *Add reward or penalty to player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

<money>

| | | |
|---|---|---|
| exact | expression | *Money reward/penalty - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Money reward/penalty - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Money reward/penalty - Minimum random number (ignored if exact is set)* |
| max | expression | *Money reward/penalty - Maximum random number (ignored if exact is set)* |
| profile | profile | *Money reward/penalty - Random number profile (ignored if exact is set)* |
| scale | integer | *Money reward/penalty - Scale of random number profile (ignored if exact is set)* |
| object | object | *Object to add money to. Defaults to player account - Object name* |
| comment | string | *Comment for documentation purposes only* |

<traderank>

| | | |
|---|---|---|
| exact | rank | *Trade rank reward/penalty - Exact number (takes priority over min/max/profile/scale)* |
| list | rank | *Trade rank reward/penalty - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | rank | *Trade rank reward/penalty - Minimum random number (ignored if exact is set)* |
| max | rank | *Trade rank reward/penalty - Maximum random number (ignored if exact is set)* |
| profile | profile | *Trade rank reward/penalty - Random number profile (ignored if exact is set)* |
| scale | integer | *Trade rank reward/penalty - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<fightrank>

| | | |
|---|---|---|
| exact | rank | *Fight rank reward/penalty - Exact number (takes priority over min/max/profile/scale)* |
| list | rank | *Fight rank reward/penalty - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | rank | *Fight rank reward/penalty - Minimum random number (ignored if exact is set)* |
| max | rank | *Fight rank reward/penalty - Maximum random number (ignored if exact is set)* |
| profile | profile | *Fight rank reward/penalty - Random number profile (ignored if exact is set)* |
| scale | integer | *Fight rank reward/penalty - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<notoriety> *Race notoriety list*

<relation> *Relation - mandatory - multiple*

| | | |
|---|---|---|
| race | race | *Player notoriety with race - Race* |
| exact | notoriety | *Notoriety points - Exact number (takes priority over min/max/profile/scale)* |
| list | notoriety | *Notoriety points - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | notoriety | *Notoriety points - Minimum random number (ignored if exact is set)* |
| max | notoriety | *Notoriety points - Maximum random number (ignored if exact is set)* |
| profile | profile | *Notoriety points - Random number profile (ignored if exact is set)* |
| scale | integer | *Notoriety points - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |
| operation | notorietyoperation | *Default operation is add - Operation* |
| mutual | boolean | *Relationship is mutual (ignored unless operation is set, will also reset friend/foe when used)* |

<equipment> *Equipment list*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |

| | | |
|---|---|---|
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<cargo> *Cargo list*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<property>

| | | |
|---|---|---|
| object | object | *Existing object - Object name* |
| group | group | *Existing group of objects - Group name* |

<ship> *New ship(s) - multiple*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | ship | *Ship typename (from types file)* |
| class | createshipclass | *Ship class (create)* |
| group | group | *Group name* |
| leader | boolean | *Object is group leader?* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| hidden | boolean | *Hidden in the sector map?* |
| scanned | boolean | *Object has been scanned?* |
| part | boolean | *Object is a part of another object* |
| textid | expression | *Override name - Text id* |
| dockobject | object | *Dock object (used in preference to sector/position if supplied) - Dock object name* |
| homebase | object | *Homebase object name* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<equipment> *Equipment list*

| | | |
|---|---|---|
| loadout | shiploadout | *Base loadout level* |
| loadoutmask | loadoutmask | *Base loadout mask* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| critical | boolean | *Ware is critical and cargo bay should increase in size to accommodate it if necessary* |
| comment | string | *Comment for documentation purposes only* |

<cargo> *Cargo list*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| critical | boolean | *Ware is critical and cargo bay should increase in size to accommodate it if necessary* |
| comment | string | *Comment for documentation purposes only* |

<command> *Command*

| | | |
|---|---|---|
| command | command | *Command name* |
| commandobject | object | *Command object (relevant commands only) - Command target object name* |
| distance | expression | *Distance (relevant commands only) - Distance from position* |
| comment | string | *Comment for documentation purposes only* |

<position> *Command reference location (relevant commands only) - Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Command reference location (relevant commands only) - Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<relations> *Object relations*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<relation> *Object relation - mandatory - multiple*

| | | |
|---|---|---|
| object | object | *Object to which relation should be set* |
| relation | relation | *Relationship to object* |
| mutual | boolean | *Relationship is mutual* |
| comment | string | *Comment for documentation purposes only* |

<pilot> *Pilot data*

| | | |
|---|---|---|
| name | text | *Pilot name (usually a textid)* |
| voice | expression | *Pilot voice id - Voice id* |
| face | face | *Pilot face id - Actor face* |
| voiceflags | expression | *Pilot voice flags (for random voices)* |
| gender | gender | *Pilot gender* |
| race | race | *Pilot subrace id - Race* |
| shipname | text | *Ship name (usually a textid)* |
| jobtextid | expression | *Job name text id (from text page 1000)* |
| morale | expression | *Pilot morale level* |
| aggression | expression | *Pilot aggression level* |
| fightskill | expression | *Pilot fight skill level* |

| | | |
|---|---|---|
| tradeskill | expression | *Pilot trade skill level* |
| comment | string | *Comment for documentation purposes only* |

<station> *New station(s) - multiple*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | station | *Station typename (from types file)* |
| class | createstationclass | *Station class (create)* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |
| serial | expression | *Serial id (0 through 23 corresponding to alpha through omega)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<equipment> *Equipment list (shields only)*

| | | |
|---|---|---|
| loadout | stationloadout | *Base loadout level* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<resources> *Primary resource list for factories*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<secondaryresources> *Secondary resource list for factories*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |

| | | |
|---|---|---|
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<products> *Product list for factories*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<tradables> *Tradables list for docks*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<relations> *Object relations*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<relation> *Object relation - mandatory - multiple*

| | | |
|---|---|---|
| object | object | *Object to which relation should be set* |
| relation | relation | *Relationship to object* |
| mutual | boolean | *Relationship is mutual* |
| comment | string | *Comment for documentation purposes only* |

<stationary> *New stationary object(s) - multiple*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | stationary | *Stationary object typename (from types file)* |
| class | createstationaryclass | *Stationary object class (create)* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<drone> *New drone(s) (fighter or freight) - multiple*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | drone | *Drone typename (from types file)* |
| class | createdroneclass | *Stationary object class (create)* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<object> *New other object(s) (missile, special, etc.) - multiple*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | type | *Object typename (from types file)* |
| class | createobjectclass | *Object class (create)* |
| group | group | *Group name* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<map> *Sector list*

<sector> *Sector - multiple*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<set_race_aggression> *Set race aggression level*

| | | |
|---|---|---|
| race | race | *Race* |
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

<set_mission_rank> *Set player mission rank*

| | | |
|---|---|---|
| name | missionrank | *Mission rank name* |
| titleid | expression | *Title text id* |
| textid | expression | *Text id* |
| exact | notoriety | *Exact number (takes priority over min/max/profile/scale)* |
| list | notoriety | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | notoriety | *Minimum random number (ignored if exact is set)* |
| max | notoriety | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

<increment_mission_rank> *Increment player mission rank*

| | | |
|---|---|---|
| name | missionrank | *Mission rank name* |
| titleid | expression | *Title text id* |
| textid | expression | *Text id* |
| exact | notoriety | *Exact number (takes priority over min/max/profile/scale)* |
| list | notoriety | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | notoriety | *Minimum random number (ignored if exact is set)* |
| max | notoriety | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

<remove_mission_rank> *Remove player mission rank*

| | | |
|---|---|---|
| name | missionrank | *Mission rank name* |
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

<set_target> *Set player target*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to target - Object name* |

<increment_statistic> *Increments a player statistic counter*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |
| statistic | statistic | *Player statistic counter id* |
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<create_briefing> *Create a mission briefing*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue with which to associate objective or briefing - Cue name* |
| instantiate | instantiate | *Objective associated with instance or static cue? - Instantiation type* |
| title | text | *Objective title and task description - Title (usually a textid)* |
| story | text | *Objective title and task description - Story title (usually a textid)* |
| chapter | text | *Objective title and task description - Chapter title (usually a textid)* |
| text | text | *Objective title and task description - Message text (usually a textid)* |
| background | expression | *Briefing background image* |

<mission> *Mission*

| | | |
|---|---|---|
| level | level | *Mission difficulty level* |
| discipline | expression | *Mission discipline* |
| comment | string | *Comment for documentation purposes only* |

<reward> *Reward*

| | | |
|---|---|---|
| money | expression | *Money reward* |
| other | text | *Other rewards* |
| comment | string | *Comment for documentation purposes only* |

<timer> *Timer*

| | | |
|---|---|---|
| start | expression | *Start time (defaults to {player.age} if not supplied)* |
| end | expression | *End time (ignored if duration is supplied)* |
| duration | expression | *Duration* |
| comment | string | *Comment for documentation purposes only* |

<thumbnails> *Thumbnails for briefing window*

<thumbnail> *Thumbnail for briefing window*

| | | |
|---|---|---|
| order | integer | *Briefing thumbnail image order (first image is 1, last is 3)* |
| image | expression | *Briefing thumbnail image* |
| disabled | boolean | *Is the briefing thumbnail image disabled (greyed out)?* |
| comment | string | *Comment for documentation purposes only* |

<objectives>

<objective> - *multiple*

| | | |
|---|---|---|
| step | expression | *Step number* |
| background | expression | *Briefing background image* |

<thumbnails> *Thumbnails for briefing window*

<thumbnail> *Thumbnail for briefing window*

| | | |
|---|---|---|
| order | integer | *Briefing thumbnail image order (first image is 1, last is 3)* |
| image | expression | *Briefing thumbnail image* |
| disabled | boolean | *Is the briefing thumbnail image disabled (greyed out)?* |
| comment | string | *Comment for documentation purposes only* |

<custom> *Custom objective*

| | | |
|---|---|---|
| object | object | *Object name* |
| guidance | object | *Object name* |
| actor | actor | *Actor object name* |
| icon | objective | *Custom objective type icon* |
| action | text | *Custom objective action text (usually a text id)* |
| text | text | *Custom objective description (usually a text id)* |
| comment | string | *Comment for documentation purposes only* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |

| | | |
|---|---|---|
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<deliver> *Deliver ware*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<destroy> *Destroy object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<dockat> *Dock at object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<flyto> *Fly to location or object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<follow> *Follow object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<kill> *Kill actor*

| | | |
|---|---|---|
| actor | actor | *Actor object name* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<talkto> *Talk to actor*

| | | |
|---|---|---|
| actor | actor | *Actor object name* |
| comment | string | *Comment for documentation purposes only* |

<protect> *Protect object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<find> *Find object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<buy> *Buy ware*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<sell> *Sell ware*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<build> *Build object*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<remove_briefing> *Remove mission briefing*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |
| instantiate | instantiate | *Briefing associated with instance or static cue? - Instantiation type* |

<remove_step> *Remove step from briefing*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |
| step | expression | *Step number* |
| instantiate | instantiate | *Briefing associated with instance or static cue? - Instantiation type* |

<set_objective> *Set current objective for a mission*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue with which to associate objective or briefing - Cue name* |
| instantiate | instantiate | *Objective associated with instance or static cue? - Instantiation type* |
| menuid | expression | *Menu id* |
| title | text | *Objective title and task description - Title (usually a textid)* |

| | | |
|---|---|---|
| story | text | *Objective title and task description - Story title (usually a textid)* |
| chapter | text | *Objective title and task description - Chapter title (usually a textid)* |
| text | text | *Objective title and task description - Message text (usually a textid)* |
| noabort | boolean | *Don't allow objective to be aborted.* |
| silent | boolean | *Stop information box from alerting player of update.* |

<briefing> *Briefing cue and step*

| | | |
|---|---|---|
| cue | cue | *Cue with which to associate objective or briefing - Cue name* |
| instantiate | instantiate | *Objective associated with instance or static cue? - Instantiation type* |
| step | expression | *Step number* |
| comment | string | *Comment for documentation purposes only* |

<mission> *Mission*

| | | |
|---|---|---|
| level | level | *Mission difficulty level* |
| discipline | expression | *Mission discipline* |
| comment | string | *Comment for documentation purposes only* |

<reward> *Reward*

| | | |
|---|---|---|
| money | expression | *Money reward* |
| other | text | *Other rewards* |
| comment | string | *Comment for documentation purposes only* |

<timer> *Timer*

| | | |
|---|---|---|
| start | expression | *Start time (defaults to {player.age} if not supplied)* |
| end | expression | *End time (ignored if duration is supplied)* |
| duration | expression | *Duration* |
| comment | string | *Comment for documentation purposes only* |

<progress> *Progress*

| | | |
|---|---|---|
| current | expression | *Current progress value* |
| limit | expression | *Limit for progress value (100 if not supplied)* |
| comment | string | *Comment for documentation purposes only* |

<custom> *Custom objective*

| | | |
|---|---|---|
| object | object | *Object name* |
| guidance | object | *Object name* |
| actor | actor | *Actor object name* |
| icon | objective | *Custom objective type icon* |
| action | text | *Custom objective action text (usually a text id)* |
| text | text | *Custom objective description (usually a text id)* |
| comment | string | *Comment for documentation purposes only* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<deliver> *Deliver ware*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<destroy> *Destroy object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<dockat> *Dock at object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<flyto> *Fly to location or object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<follow> *Follow object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<kill> *Kill actor*

| | | |
|---|---|---|
| actor | actor | *Actor object name* |
| comment | string | *Comment for documentation purposes only* |

<talkto> *Talk to actor*

| | | |
|---|---|---|
| actor | actor | *Actor object name* |
| comment | string | *Comment for documentation purposes only* |

<protect> *Protect object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<find> *Find object*

| | | |
|---|---|---|
| object | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<buy> *Buy ware*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<sell> *Sell ware*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<build> *Build object*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<remove_objective> *Remove player objective*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |
| instantiate | instantiate | *Objective associated with instance or static cue? - Instantiation type* |
| status | objectivestatus | *Objective status* |

<create_offer> *Create a mission offer*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *Actor object name* |
| conversation | conversation | *Conversation name* |
| cue | cue | *Cue with which to associate objective or briefing - Cue name* |
| instantiate | instantiate | *Objective associated with instance or static cue? - Instantiation type* |
| discipline | expression | *Mission discipline* |

<params>

<param> *Cue/conversation parameters (when used with cues, only used if cue is a reference) - mandatory - multiple*

| | | |
|---|---|---|
| name | string | *Parameter name* |
| value | string | *Parameter value* |
| comment | string | *Comment for documentation purposes only* |

<remove_offer> *Remove a mission offer*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *Actor object name* |
| conversation | conversation | *Conversation name* |
| discipline | expression | *Mission discipline* |

<load_text> *Loads a text file*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| fileid | expression | *File id of file to load - File id* |

<load_map> *Loads data from a map file into current universe*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| file | string | *Map file* |

<incoming_message> *Send incoming message to player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| author | text | *Author (usually a textid)* |
| text | text | *Message text (usually a textid)* |
| log | log | *Message log type* |
| silent | boolean | *Message log silent?* |

| | | |
|---|---|---|
| temporary | boolean | *Message log temporary?* |
| popup | boolean | *Message log popup?* |

<warp_player> *Warp player to specified sector and location*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<add_inventory> *Add item to player inventory*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| typename | type | *Inventory item typename - Object typename (from types file)* |
| pageid | expression | *Page id of inventory item (ignored if typename is specified, otherwise page 17 used if not supplied) - Page id* |
| textid | expression | *Text id of inventory item (ignored if typename is specified) - Text id* |

<remove_inventory> *Add item to player inventory*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| typename | type | *Inventory item typename - Object typename (from types file)* |
| pageid | expression | *Page id of inventory item (ignored if typename is specified, otherwise page 17 used if not supplied) - Page id* |
| textid | expression | *Text id of inventory item (ignored if typename is specified) - Text id* |

<set_headquarters_upgrades> *Set number of upgrades for the player's headquarters*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| upgrades | expression | *Number of upgrades* |

<add_blueprints_to_headquarters> *Add blueprints for object to the player's headquarters*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| typename | type | *Object typename that the headquarters will be able to produce - Object typename (from types file)* |

<set_sector> *Set sector from expression*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | sector | *Sector name* |
| value | expression | *Expression returning internal id of a sector - Value* |

<find_sector> *Find sector and assign name*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| known | boolean | *Find only sectors known to player? - Known to player?* |
| nearest | boolean | *Select result from nearest sectors only?* |
| core | boolean | *Find sectors that are defined as core?* |
| border | boolean | *Find sectors that are defined as border?* |

| | | |
|---|---|---|
| name | sector | *Sector name* |
| sector | sector | *Used in preference to coordinates if supplied - Start sector for search - Sector name* |
| x | expression | *Coordinates of the specified sector - Start sector for search - X coordinate* |
| y | expression | *Coordinates of the specified sector - Start sector for search - Y coordinate* |
| exact | expression | *Number of jumps - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of jumps - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of jumps - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of jumps - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of jumps - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of jumps - Scale of random number profile (ignored if exact is set)* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |

<add_map> *Add sectors to map*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector - multiple*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<alter_sector> *Alter sector properties*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector to change - Sector name* |
| x | expression | *Coordinates of the specified sector - Sector to change - X coordinate* |
| y | expression | *Coordinates of the specified sector - Sector to change - Y coordinate* |
| object | object | *Object defining sector to change (ignored if sector is supplied) - Object name* |
| background | background | *Sector background type* |
| size | expression | *Sector size* |
| population | expression | *Sector population* |
| music | expression | *Sector music - Music track id* |
| security | sectorsecurity | |

<set_sector_owner> *Set owner race of specified sector. Not recommended for player race*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| sector | sector | *Used in preference to coordinates if supplied - Sector to set owner of - Sector name* |
| x | expression | *Coordinates of the specified sector - Sector to set owner of - X coordinate* |
| y | expression | *Coordinates of the specified sector - Sector to set owner of - Y coordinate* |
| race | race | *Race* |

<set_sector_override> *Set overriding sector name or race name*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| sector | sector | *Used in preference to coordinates if supplied - Sector to set owner of - Sector name* |
| x | expression | *Coordinates of the specified sector - Sector to set owner of - X coordinate* |
| y | expression | *Coordinates of the specified sector - Sector to set owner of - Y coordinate* |
| race | race | *Overriding raceid for galaxy text - Race* |
| textid | expression | *TextID from text page 17 - Text id* |

<set_object> *Set object from expression*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| group | group | *Group name* |
| leader | boolean | *Object is group leader?* |
| weight | expression | *Percentage weight given to this group member (for use in cutscenes).* |
| value | expression | *Expression returning internal id of an object - Value* |

<create_ship> *Create a ship*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | ship | *Ship typename (from types file)* |
| class | createshipclass | *Ship class (create)* |
| group | group | *Group name* |
| leader | boolean | *Object is group leader?* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| hidden | boolean | *Hidden in the sector map?* |

| | | |
|---|---|---|
| scanned | boolean | *Object has been scanned?* |
| part | boolean | *Object is a part of another object* |
| textid | expression | *Override name - Text id* |
| dockobject | object | *Dock object (used in preference to sector/position if supplied) - Dock object name* |
| homebase | object | *Homebase object name* |

<hull> *Hull value*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<shield> *Shield value*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

| | | |
|---|---|---|
| race | race | *Owner - Race* |
| wing | wing | *Wing* |
| racelogic | boolean | *Object should follow standard race logic (default is yes)?* |
| hired | boolean | *Object is hired by the player* |
| covered | boolean | *Object's race is covered (pirates only)?* |
| boardable | boolean | *Object can be boarded even if invincible?* |
| capturable | boolean | *Object can be captured (default is yes for small ships, no for big ships)?* |
| sellable | boolean | *Object can be sold by the player (default is yes for all ships)?* |
| communicates | boolean | *Object will communicate with the player (default is yes)?* |
| warp | boolean | *Show warp effect?* |
| weight | expression | *Percentage weight given to this group member (for use in cutscenes).* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<equipment> *Equipment list*

| | | |
|---|---|---|
| loadout | shiploadout | *Base loadout level* |
| loadoutmask | loadoutmask | *Base loadout mask* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| critical | boolean | *Ware is critical and cargo bay should increase in size to accommodate it if necessary* |
| comment | string | *Comment for documentation purposes only* |

<cargo> *Cargo list*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| critical | boolean | *Ware is critical and cargo bay should increase in size to accommodate it if necessary* |
| comment | string | *Comment for documentation purposes only* |

<command> *Command*

| | | |
|---|---|---|
| command | command | *Command name* |
| commandobject | object | *Command object (relevant commands only) - Command target object name* |
| distance | expression | *Distance (relevant commands only) - Distance from position* |
| comment | string | *Comment for documentation purposes only* |

<position> *Command reference location (relevant commands only) - Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Command reference location (relevant commands only) - Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<relations> *Object relations*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<relation> *Object relation - mandatory - multiple*

| | | |
|---|---|---|
| object | object | *Object to which relation should be set* |
| relation | relation | *Relationship to object* |
| mutual | boolean | *Relationship is mutual* |
| comment | string | *Comment for documentation purposes only* |

<pilot> *Pilot data*

| | | |
|---|---|---|
| name | text | *Pilot name (usually a textid)* |
| voice | expression | *Pilot voice id - Voice id* |
| face | face | *Pilot face id - Actor face* |
| voiceflags | expression | *Pilot voice flags (for random voices)* |

| | | |
|---|---|---|
| gender | gender | *Pilot gender* |
| race | race | *Pilot subrace id - Race* |
| shipname | text | *Ship name (usually a textid)* |
| jobtextid | expression | *Job name text id (from text page 1000)* |
| morale | expression | *Pilot morale level* |
| aggression | expression | *Pilot aggression level* |
| fightskill | expression | *Pilot fight skill level* |
| tradeskill | expression | *Pilot trade skill level* |
| comment | string | *Comment for documentation purposes only* |

<create_station> *Create a station*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | station | *Station typename (from types file)* |
| class | createstationclass | *Station class (create)* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |
| serial | expression | *Serial id (0 through 23 corresponding to alpha through omega)* |

<hull> *Hull value*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<shield> *Shield value*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

| | | |
|---|---|---|
| race | race | *Owner - Race* |
| weight | expression | *Percentage weight given to this group member (for use in cutscenes).* |
| safety | boolean | *Object should be set to a safe position when player enters sector (default is yes except for debris)?* |
| tasks | tasks | *All tasks will be started if not supplied - Tasks to start/stop (all if not supplied)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |

| | | |
|---|---|---|
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<equipment> *Equipment list (shields only)*

| | | |
|---|---|---|
| loadout | stationloadout | *Base loadout level* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<resources> *Primary resource list for factories*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<secondaryresources> *Secondary resource list for factories*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<products> *Product list for factories*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<tradables> *Tradables list for docks*

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |

| | | |
|---|---|---|
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<relations> *Object relations*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<relation> *Object relation - mandatory - multiple*

| | | |
|---|---|---|
| object | object | *Object to which relation should be set* |
| relation | relation | *Relationship to object* |
| mutual | boolean | *Relationship is mutual* |
| comment | string | *Comment for documentation purposes only* |

<create_asteroid> *Create an asteroid*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | asteroid | *Asteroid typename (from types file)* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| known | boolean | *Known to player?* |
| scanned | boolean | *Object has been scanned?* |
| textid | expression | *Override name - Text id* |
| safety | boolean | *Object should be set to a safe position when player enters sector (default is yes except for debris)?* |
| minable | boolean | *Asteroid can be mined?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<resource> *Resource*

| | | |
|---|---|---|
| typename | resource | *Resource type - Yield - Resource typename (from types file)* |
| exact | expression | *Number of units - Yield - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - Yield - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Yield - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Yield - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Yield - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Yield - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<create_debris> *Create debris*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | debris | *Debris typename (from types file)* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| known | boolean | *Known to player?* |

| | | |
|---|---|---|
| hidden | boolean | *Hidden in the sector map?* |
| scanned | boolean | *Object has been scanned?* |
| textid | expression | *Override name - Text id* |

<hull> *Hull value*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

| | | |
|---|---|---|
| safety | boolean | *Object should be set to a safe position when player enters sector (default is yes except for debris)?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<resource> *Resource*

| | | |
|---|---|---|
| typename | resource | *Resource type - Yield - Resource typename (from types file)* |
| exact | expression | *Number of units - Yield - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - Yield - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Yield - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Yield - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Yield - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Yield - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<create_wreck> *Create station/ship wreck*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | wreck | *Wreck typename (from types file)* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| known | boolean | *Known to player?* |
| hidden | boolean | *Hidden in the sector map?* |
| textid | expression | *Override name - Text id* |

<hull> *Hull value*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over* |

| | | |
|---|---|---|
| | | *min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<resource> *Resource*

| | | |
|---|---|---|
| typename | resource | *Resource type - Yield - Resource typename (from types file)* |
| exact | expression | *Number of units - Yield - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - Yield - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Yield - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Yield - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Yield - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Yield - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<create_crate> *Create ware crate*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| known | boolean | *Known to player?* |
| hidden | boolean | *Hidden in the sector map?* |

<hull> *Hull value*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |

| | | |
|---|---|---|
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

| | | |
|---|---|---|
| secret | boolean | *Secret container?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<create_gate> *Create gate*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | gate | *Gate typename (from types file)* |
| group | group | *Group name* |
| gate | gateid | *Gate or gate id (direction)* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |
| race | race | *Owner - Race* |
| safety | boolean | *Object should be set to a safe position when player enters sector (default is yes except for debris)?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |

| | | |
|---|---|---|
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<destination> *Jump destination*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Destination sector - Sector name* |
| x | expression | *Coordinates of the specified sector - Destination sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Destination sector - Y coordinate* |
| gate | gateid | *Destination gate - Gate or gate id (direction)* |
| comment | string | *Comment for documentation purposes only* |

<create_astronaut> *Create astronaut*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | astronaut | *Astronaut typename (from types file)* |
| group | group | *Group name* |
| leader | boolean | *Object is group leader?* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |
| dockobject | object | *Dock object (used in preference to sector/position if supplied) - Dock object name* |
| race | race | *Owner - Race* |
| racelogic | boolean | *Object should follow standard race logic (default is yes)?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<create_spacefly> *Create spacefly*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| group | group | *Group name* |
| leader | boolean | *Object is group leader?* |
| invincible | boolean | *Object is invincible?* |
| textid | expression | *Override name - Text id* |
| swarm | boolean | *Create swarm (swarm members other than leader are not tracked by MD)?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |

| | | |
|---|---|---|
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<create_ufo> *Create UFO*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| group | group | *Group name* |
| leader | boolean | *Object is group leader?* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |
| dockobject | object | *Dock object (used in preference to sector/position if supplied) - Dock object name* |
| racelogic | boolean | *Object should follow standard race logic (default is yes)?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<create_stationary> *Create stationary object (beacon, mine, lasertower or satellite)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | stationary | *Stationary object typename (from types file)* |
| class | createstationaryclass | *Stationary object class (create)* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |

| | | |
|---|---|---|
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |
| race | race | *Owner - Race* |
| racelogic | boolean | *Object should follow standard race logic (default is yes)?* |
| active | boolean | *Active state (armed, mines only)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<create_drone> *Create drone (fighter or freight)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | drone | *Drone typename (from types file)* |
| class | createdroneclass | *Stationary object class (create)* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |
| race | race | *Owner - Race* |
| racelogic | boolean | *Object should follow standard race logic (default is yes)?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<create_special> *Create special object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | type | *Object typename (from types file)* |
| class | createobjectclass | *Object class (create)* |
| group | group | *Group name* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |

<parts>

<ship> *Parts based on the ship class - multiple*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | ship | *Ship typename (from types file)* |
| class | createshipclass | *Ship class (create)* |
| group | group | *Group name* |
| leader | boolean | *Object is group leader?* |
| invincible | boolean | *Object is invincible?* |
| highlight | boolean | *Object is highlighted in sector map?* |
| known | boolean | *Known to player?* |
| hidden | boolean | *Hidden in the sector map?* |
| scanned | boolean | *Object has been scanned?* |
| part | boolean | *Object is a part of another object* |
| textid | expression | *Override name - Text id* |
| dockobject | object | *Dock object (used in preference to sector/position if supplied) - Dock object name* |
| homebase | object | *Homebase object name* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<equipment> *Equipment list*

| | | |
|---|---|---|
| loadout | shiploadout | *Base loadout level* |
| loadoutmask | loadoutmask | *Base loadout mask* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| critical | boolean | *Ware is critical and cargo bay should increase in size to accommodate it if necessary* |
| comment | string | *Comment for documentation purposes only* |

<cargo> *Cargo list*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |

| | | |
|---|---|---|
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| critical | boolean | *Ware is critical and cargo bay should increase in size to accommodate it if necessary* |
| comment | string | *Comment for documentation purposes only* |

<command> *Command*

| | | |
|---|---|---|
| command | command | *Command name* |
| commandobject | object | *Command object (relevant commands only) - Command target object name* |
| distance | expression | *Distance (relevant commands only) - Distance from position* |
| comment | string | *Comment for documentation purposes only* |

<position> *Command reference location (relevant commands only) - Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Command reference location (relevant commands only) - Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |

| | | |
|---|---|---|
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<relations> *Object relations*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<relation> *Object relation - mandatory - multiple*

| | | |
|---|---|---|
| object | object | *Object to which relation should be set* |
| relation | relation | *Relationship to object* |
| mutual | boolean | *Relationship is mutual* |
| comment | string | *Comment for documentation purposes only* |

<pilot> *Pilot data*

| | | |
|---|---|---|
| name | text | *Pilot name (usually a textid)* |
| voice | expression | *Pilot voice id - Voice id* |
| face | face | *Pilot face id - Actor face* |
| voiceflags | expression | *Pilot voice flags (for random voices)* |
| gender | gender | *Pilot gender* |
| race | race | *Pilot subrace id - Race* |
| shipname | text | *Ship name (usually a textid)* |
| jobtextid | expression | *Job name text id (from text page 1000)* |
| morale | expression | *Pilot morale level* |
| aggression | expression | *Pilot aggression level* |
| fightskill | expression | *Pilot fight skill level* |
| tradeskill | expression | *Pilot trade skill level* |
| comment | string | *Comment for documentation purposes only* |

<special> *Parts based on the special class - multiple*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | type | *Object typename (from types file)* |
| class | createobjectclass | *Object class (create)* |
| group | group | *Group name* |
| textid | expression | *Override name - Text id* |
| part | boolean | *Object is a part of another object* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random* |

| | | |
|---|---|---|
| | | *number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

| | | |
|---|---|---|
| channel | expression | *Video channel (positive number for video, negative for video list, only applies to certain objects e.g. ad signs)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<create_planet> *Create planet scenery*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| red | rgbcomponent | *Red colour channel value.* |
| green | rgbcomponent | *Green colour channel value.* |
| blue | rgbcomponent | *Blue colour channel value.* |
| typename | planet | *Planet typename (from types file)* |
| fogpercent | | *Fog percentage level (0 = max visibility, 100 = not visible)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<create_sun> *Create sun scenery*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| typename | sun | *Sun typename (from types file)* |
| red | rgbcomponent | *Red colour channel value.* |
| green | rgbcomponent | *Green colour channel value.* |
| blue | rgbcomponent | *Blue colour channel value.* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<create_object> *Create other object (missile etc.)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | object | *Object name* |
| typename | type | *Object typename (from types file)* |
| class | createobjectclass | *Object class (create)* |
| group | group | *Group name* |
| known | boolean | *Known to player?* |
| textid | expression | *Override name - Text id* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<find_ship> *Find ship and assign name*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| name | object | *Object name* |
| group | group | *Group name* |
| max | expression | *Maximum number of objects to find* |
| typename | ship | *Type to match (multiple values may be separated by \| symbols) - Ship typename (from types file)* |
| class | findshipclass | *Class to match - Ship class (find)* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |
| maker | racemask | *Maker race to match (multiple values may be separated by \| symbols) - Maker race* |
| dockingallowed | boolean | *Find objects that the find object can dock at?* |
| includedocked | boolean | *Include ships that are docked at other ships or stations?* |
| racelogic | boolean | *Find only objects where race logic is enabled? - Object should follow standard race logic (default is yes)?* |
| covered | boolean | *Find only objects where race is covered (pirates only)? - Object's race is covered (pirates only)?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |

| | | |
|---|---|---|
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<find_station> *Find station and assign name*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| name | object | *Object name* |
| group | group | *Group name* |
| max | expression | *Maximum number of objects to find* |
| typename | station | *Type to match (multiple values may be separated by \| symbols, unless wares are specified) - Station typename (from types file)* |
| category | stationcategory | *Category to match (ignored if type supplied) - Station category* |
| class | findstationclass | *Class to match - Station class (find)* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |
| maker | racemask | *Maker race to match (multiple values may be separated by \| symbols) - Maker race* |
| serial | expression | *Serial id (0 through 23 corresponding to alpha through omega)* |
| resource | boolean | *Find station with resource (instead of product)? Does not work with multiple attribute* |
| dockingallowed | boolean | *Find objects that the find object can dock at?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<ware> *Ware*

| | | |
|---|---|---|
| typename | findcrate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum number (ignored if exact is set)* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<find_asteroid> *Find asteroid and assign name*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| name | object | *Object name* |
| group | group | *Group name* |
| max | expression | *Maximum number of objects to find* |
| scanned | boolean | *Object has been scanned?* |
| typename | asteroid | *Type to match (multiple values may be separated by \| symbols) - Asteroid typename (from types file)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<resource> *Resource*

| | | |
|---|---|---|
| typename | resource | *Resource type - Yield - Resource typename (from types file)* |
| exact | expression | *Number of units - Yield - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - Yield - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Yield - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Yield - Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<find_debris> *Find debris and assign name*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| name | object | *Object name* |

| | | |
|---|---|---|
| group | group | *Group name* |
| max | expression | *Maximum number of objects to find* |
| scanned | boolean | *Object has been scanned?* |
| typename | debris | *Type to match (multiple values may be separated by \| symbols) - Debris typename (from types file)* |
| collect | boolean | *Find only debris that can be collected?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<resource> *Resource*

| | | |
|---|---|---|
| typename | resource | *Resource type - Yield - Resource typename (from types file)* |
| exact | expression | *Number of units - Yield - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - Yield - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Yield - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Yield - Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<find_wreck> *Find wreck and assign name*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| name | object | *Object name* |
| group | group | *Group name* |
| max | expression | *Maximum number of objects to find* |
| typename | wreck | *Type to match (multiple values may be separated by \| symbols) - Wreck typename (from types file)* |
| category | wreckcategory | *Category to match (ignored if type supplied) - Wreck category* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |

| | | |
|---|---|---|
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<resource> *Resource*

| | | |
|---|---|---|
| typename | resource | *Resource type - Yield - Resource typename (from types file)* |
| exact | expression | *Number of units - Yield - Exact number (takes priority over list and min/max)* |
| list | expression | *Number of units - Yield - List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Number of units - Yield - Minimum number (ignored if exact is set)* |
| max | expression | *Number of units - Yield - Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<find_crate> *Find crate and assign name*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| name | object | *Object name* |
| group | group | *Group name* |
| max | expression | *Maximum number of objects to find* |
| typename | crate | *Type to match (multiple values may be separated by \| symbols) - Ware crate typename (from types file)* |
| category | cratecategory | *Category to match (ignored if type supplied) - Crate category* |
| illegal | boolean | *Find only creates containing illegal wares?* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |

| | | |
|---|---|---|
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<find_gate> *Find gate and assign name*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| name | object | *Object name* |
| group | group | *Group name* |
| max | expression | *Maximum number of objects to find* |
| typename | gate | *Type to match (multiple values may be separated by \| symbols) - Gate typename (from types file)* |
| gate | gateid | *Gate or gate id (direction)* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<find_object> *Find other object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| multiple | boolean | *Find multiple objects (requires a group)* |
| known | boolean | *Find only objects known to player? - Known to player?* |
| visible | boolean | *Find only objects that are visible (in scanner range and not hidden) to player?* |
| nearest | boolean | *Select result from nearest objects only?* |
| enemy | boolean | *Find objects that are enemy to the find object?* |
| neutral | boolean | *Find objects that are neutral to the find object?* |
| friend | boolean | *Find objects that are friend to the find object?* |
| findobject | object | *Reference object name for enemy/neutral/friend/dockingallowed* |
| name | object | *Object name* |

| | | |
|---|---|---|
| group | group | *Group name* |
| max | expression | *Maximum number of objects to find* |
| typename | type | *Type to match (multiple values may be separated by \| symbols) - Object typename (from types file)* |
| category | category | *Category to match (ignored if type supplied) - Object category* |
| class | findobjectclass | *Class to match - Object class (find)* |
| race | racemask | *Race to match (multiple values may be separated by \| symbols) - Race* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<jumps> *Number of jumps (start sector only if node not specified at all)*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<distance> *Distance*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over list and min/max)* |
| list | expression | *List of numbers (takes priority over min/max, ignored if exact is set)* |
| min | expression | *Minimum number (ignored if exact is set)* |
| max | expression | *Maximum number (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<destroy_object> *Destroy specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| warp | boolean | *Show warp effect?* |
| explosion | boolean | *Show explosion if in sector (ignored if warp is specified)?* |

<remove_object> *Remove object from cue tracking (does not destroy it)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |

<remove_actor> *Remove actor object from cue tracking (does not destroy it)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *Actor object name* |

<remove_sector> *Remove sector from cue tracking (does not destroy it)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| sector | sector | *Sector name* |

<set_owner> *Set owner race of specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to set owner of - Object name* |
| race | race | *Race* |

<set_relation> *Set relation of specified object to another object or group*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

| | | |
|---|---|---|
| object | object | *Object to set relation for (player ship if not specified) - Object name* |

<relation> *Object relation - mandatory - multiple*

| | | |
|---|---|---|
| group | group | *Group to which relation should be set* |
| object | object | *Object to which relation should be set* |
| relation | relation | *Relationship to object* |
| mutual | boolean | *Relationship is mutual* |
| comment | string | *Comment for documentation purposes only* |

<set_wing> *Set wing membership for specified ship*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to set wing for - Object name* |
| wing | wing | *Wing* |

<set_hull> *Set hull level (percentage) of specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to set (player ship if not specified) - Object name* |
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |
| action | hullshieldaction | |

<set_shield> *Set shield level (percentage) of specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to set (player ship if not specified) - Object name* |
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |
| action | hullshieldaction | |

<add_cargo> *Add cargo to specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to add to (player ship if not specified) - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| critical | boolean | *Ware is critical and cargo bay should increase in size to accommodate it if necessary* |
| comment | string | *Comment for documentation purposes only* |

<add_equipment> *Add equipment to specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to add to (player ship if not specified) - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| critical | boolean | *Ware is critical and cargo bay should increase in size to accommodate it if necessary* |
| comment | string | *Comment for documentation purposes only* |

<add_resources> *Add primary resources to specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to add to - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<add_secondary_resources> *Add secondary resources to specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to add to - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<add_products> *Add products to specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to add to - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<add_tradables> *Add tradable wares to specified dock*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Dock to add to - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| comment | string | *Comment for documentation purposes only* |

<remove_resources> *Remove resources from specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to remove from - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware crate typename (from types file)* |
| comment | string | *Comment for documentation purposes only* |

<remove_secondary_resources> *Remove secondary resources from specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to remove from - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware crate typename (from types file)* |
| comment | string | *Comment for documentation purposes only* |

<remove_products> *Remove products from specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to remove from - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware crate typename (from types file)* |
| comment | string | *Comment for documentation purposes only* |

<remove_tradables> *Remove tradable wares from specified dock*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Dock to remove from - Object name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware crate typename (from types file)* |
| comment | string | *Comment for documentation purposes only* |

<start_tasks> *Start tasks on a station*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| tasks | tasks | *Tasks to start/stop (all if not supplied)* |

<stop_tasks> *Stop tasks on a station*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| tasks | tasks | *Tasks to start/stop (all if not supplied)* |

<eject_cargo> *Eject cargo as ware crate(s)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object to eject from - Object name* |
| group | group | *Group for created ware crates - Group name* |

<ware> *Ware - mandatory - multiple*

| | | |
|---|---|---|
| typename | crate | *Ware type - Ware crate typename (from types file)* |
| exact | expression | *Number of units - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Number of units - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Number of units - Minimum random number (ignored if exact is set)* |
| max | expression | *Number of units - Maximum random number (ignored if exact is set)* |
| profile | profile | *Number of units - Random number profile (ignored if exact is set)* |
| scale | integer | *Number of units - Scale of random number profile (ignored if exact is set)* |
| name | object | *Ware crate object name - Object name* |
| comment | string | *Comment for documentation purposes only* |

<set_command> *Set command for specified object*

| | | |
|---|---|---|
| command | command | *Command name* |
| commandobject | object | *Command object (relevant commands only) - Command target object name* |
| distance | expression | *Distance (relevant commands only) - Distance from position* |
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |

<position> *Command reference location (relevant commands only) - Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |

| | | |
|---|---|---|
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Command reference location (relevant commands only) - Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<set_safety> *Set whether specified should be set to a safe position when player enters sector*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| safety | boolean | *Object should be set to a safe position when player enters sector (default is yes except for debris)?* |

<set_invincible> *Set whether specified object is invincible*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| invincible | boolean | *Object is invincible?* |

<set_boardable> *Set whether specified object can be boarded even if invincible*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| boardable | boolean | *Object can be boarded even if invincible?* |

<set_capturable> *Set whether specified object can be captured*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| capturable | boolean | *Object can be captured (default is yes for small ships, no for big ships)?* |

<set_sellable> *Set whether specified object can be sold by the player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| sellable | boolean | *Object can be sold by the player (default is yes for all ships)?* |

<set_minable> *Set whether specified asteroid can be mined*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| minable | boolean | *Asteroid can be mined?* |

<set_communicates> *Set whether specified object will communicate with the player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| communicates | boolean | *Object will communicate with the player (default is yes)?* |

<set_highlight> *Set whether specified object is highlighted in sector map*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| highlight | boolean | *Object is highlighted in sector map?* |

<set_racelogic> *Set whether specified object should follow standard race logic*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| racelogic | boolean | *Object should follow standard race logic (default is yes)?* |

<set_hired> *Set whether specified object is hired by the player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |

| | | |
|---|---|---|
| object | object | *Object name* |
| hired | boolean | *Object is hired by the player* |

<set_covered> *Set whether specified object's race should be covered (pirates only)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| covered | boolean | *Object's race is covered (pirates only)?* |

<set_override_name> *Set override name for the specified object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| textid | expression | *Override name - Text id* |

<set_pilot_data> *Set object pilot data*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| name | text | *Pilot name (usually a textid)* |
| voice | expression | *Pilot voice id - Voice id* |
| face | face | *Pilot face id - Actor face* |
| voiceflags | expression | *Pilot voice flags (for random voices)* |
| gender | gender | *Pilot gender* |
| race | race | *Pilot subrace id - Race* |
| shipname | text | *Ship name (usually a textid)* |
| jobtextid | expression | *Job name text id (from text page 1000)* |
| morale | expression | *Pilot morale level* |
| aggression | expression | *Pilot aggression level* |
| fightskill | expression | *Pilot fight skill level* |
| tradeskill | expression | *Pilot trade skill level* |

<set_marine_data> *Set marine data*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *Actor object name* |
| object | object | *Object name* |
| price | expression | *The price for marines* |

<skills> *Marine Skills*

<fighting> *Marine fighting skill*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<hacking> *Marine hacking skill*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<engineering> *Marine engineering skill*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<mechanical> *Marine mechanical skill*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<set_known> *Set whether object is known to player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| known | boolean | *Known to player?* |

<set_sector_known> *Set whether sector is known to player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| known | boolean | *Known to player?* |

<set_hidden> *Set whether object is hidden in the sector map*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| hidden | boolean | *Hidden in the sector map?* |

<set_active> *Set whether object is active (armed, mines only)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| active | boolean | *Active state (armed, mines only)* |

<set_scanned> *Set whether an asteroid or debris has been scanned by the player, or whether a ship's cargo is visible*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| scanned | boolean | *Object has been scanned?* |

<set_homebase> *Set homebase of object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| homebase | object | *Homebase object name* |

<set_state> *Set object state*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| gate | gateid | *Hub gate for which to set lock state (ignored if lock state not supplied) - Gate or gate id (direction)* |
| lock | boolean | *Hub gate lock state (ignored if gate not supplied)* |
| realign | boolean | *Allow immediate hub gate realignment* |

<realign_gate> *Realign gate using hub*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Hub station - Object name* |
| gate | gateid | *Hub gate - Gate or gate id (direction)* |
| force | boolean | *Ignore wait time and energy requirements* |

<destination> *Jump destination*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Destination sector - Sector name* |
| x | expression | *Coordinates of the specified sector - Destination sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Destination sector - Y coordinate* |
| gate | gateid | *Destination gate - Gate or gate id (direction)* |
| comment | string | *Comment for documentation purposes only* |

<decouple_cluster> *Decouple Kha'ak cluster*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |

<warp_object> *Warp specified object to specified sector and location*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |

| | | |
|---|---|---|
| dockobject | object | *Dock at - Dock object name* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<rotation> *Rotation in space*

| | | |
|---|---|---|
| alpha | expression | *Alpha rotation in sector space* |
| beta | expression | *Beta rotation in sector space* |
| gamma | expression | *Gamma rotation in sector space* |
| object | object | *Match rotation (used in preference to coordinates if supplied) - Object name* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<abandon_ship> *Force pilot to leave ship*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| name | object | *Object name to assign to ejected pilot - Object name* |
| group | group | *Group name* |
| leader | boolean | *Object is group leader?* |
| weight | expression | *Percentage weight given to this group member (for use in cutscenes).* |

<fire_laser> *Fire laser*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| commandobject | object | *Command target object name* |
| turret | expression | *Turret id* |

<fire_missile> *Fire missile*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| commandobject | object | *Command target object name* |
| turret | expression | *Turret id* |
| typename | missile | *Missile typename (from types file)* |
| name | object | *Object name to assign to missile (only works in-sector) - Object name* |
| group | group | *Group name* |

<destroy_group> *Destroy all objects in specified group*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| warp | boolean | *Show warp effect?* |
| explosion | boolean | *Show explosion if in sector (ignored if warp is specified)?* |

<remove_group> *Remove all objects in specified group from cue tracking (does not destroy them)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |

<copy_group> *Create an exact copy of an existing group under a new name (source and destination groups must have the same scope)*

| | | |
|---|---|---|
| name | string | *Name of the new group (copy).* |
| group | group | *Group name* |

<add_object_to_group> *Add object to group (object and group must have the same scope)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |

| | | |
|---|---|---|
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| group | group | *Group name* |
| weight | expression | *Percentage weight given to this group member (for use in cutscenes).* |

<add_wing_to_group> *Add all members of wing to group*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| wing | wing | *Wing* |
| group | group | *Group name* |
| weight | expression | *Percentage weight given to this group member (for use in cutscenes).* |

<remove_object_from_group> *Remove object from group*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| group | group | *Group name* |

<set_group_leader> *Set leader for specified group*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Object name* |
| group | group | *Group name* |

<set_group_formation> *Set formation for specified group*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| formation | formation | *Formation type* |

<set_group_wing> *Set wing for specified group*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| wing | wing | *Wing* |

<set_group_command> *Set command for specified group (commands for individual objects will be set appropriately)*

| | | |
|---|---|---|
| command | command | *Command name* |
| commandobject | object | *Command object (relevant commands only) - Command target object name* |
| distance | expression | *Distance (relevant commands only) - Distance from position* |
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |

<position> *Command reference location (relevant commands only) - Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Command reference location (relevant commands only) - Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<set_group_owner> *Set the owner race of all objects in specified group*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| race | race | *Race* |

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group to set relation for - Group name* |

<relation> *Object relation - mandatory - multiple*

| | | |
|---|---|---|
| group | group | *Group to which relation should be set* |
| object | object | *Object to which relation should be set* |
| relation | relation | *Relationship to object* |
| mutual | boolean | *Relationship is mutual* |
| comment | string | *Comment for documentation purposes only* |

<set_group_invincible> *Set whether all objects in specified group are invincible*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| invincible | boolean | *Object is invincible?* |

<set_group_boardable> *Set whether all objects in specified group can be boarded even if invincible*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| boardable | boolean | *Object can be boarded even if invincible?* |

<set_group_capturable> *Set whether all objects in specified group can be captured*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| capturable | boolean | *Object can be captured (default is yes for small ships, no for big ships)?* |

<set_group_sellable> *Set whether all objects in specified group can be sold by the player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| sellable | boolean | *Object can be sold by the player (default is yes for all ships)?* |

<set_group_minable> *Set whether all asteroids in specified group can be mined*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| minable | boolean | *Asteroid can be mined?* |

<set_group_communicates> *Set whether all objects in specified group will communicate with the player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| communicates | boolean | *Object will communicate with the player (default is yes)?* |

<set_group_highlight> *Set whether all objects in specified group are highlighted in sector map*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| highlight | boolean | *Object is highlighted in sector map?* |

<set_group_racelogic> *Set whether all objects in specified group should follow standard race logic*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| racelogic | boolean | *Object should follow standard race logic (default is yes)?* |

<set_group_hired> *Set whether all objects in specified group are hired by the player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| hired | boolean | *Object is hired by the player* |

<set_group_covered> *Set whether all objects in specified group's race should be covered (pirates only)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| covered | boolean | *Object's race is covered (pirates only)?* |

<set_group_known> *Set whether group is known to player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| known | boolean | *Known to player?* |

<set_group_hidden> *Set whether group is hidden in the sector map*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| hidden | boolean | *Hidden in the sector map?* |

<set_group_active> *Set whether group is active (armed, mines only)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| active | boolean | *Active state (armed, mines only)* |

<set_group_scanned> *Set whether group has been scanned by the player*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| scanned | boolean | *Object has been scanned?* |

<set_group_homebase> *Set group homebase*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |
| homebase | object | *Homebase object name* |

<set_wing_command> *Set command for specified wing*

| | | |
|---|---|---|
| command | command | *Command name* |
| commandobject | object | *Command object (relevant commands only) - Command target object name* |
| distance | expression | *Distance (relevant commands only) - Distance from position* |
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| wing | wing | *Wing* |

<position> *Command reference location (relevant commands only) - Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Command reference location (relevant commands only) - Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<warp_group> *Warp all objects in specified group to specified sector and location*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| group | group | *Group name* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |

| | | |
|---|---|---|
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<sector> *Sector*

| | | |
|---|---|---|
| sector | sector | *Used in preference to coordinates if supplied - Sector name* |
| x | expression | *Coordinates of the specified sector - X coordinate* |
| y | expression | *Coordinates of the specified sector - Y coordinate* |
| comment | string | *Comment for documentation purposes only* |

<set_actor> *Set actor from expression*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | actor | *Actor object name* |
| value | expression | *Expression returning internal id of an actor - Value* |

<create_actor> *Create actor object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | actor | *Actor object name* |
| race | race | *Race* |
| subrace | race | *Subrace* |
| object | object | *Location for actor - Object name* |
| location | location | *Sub-location for actor - Actor sub-location* |
| character | text | *Name (usually a textid)* |
| voice | expression | *Voice id* |
| face | face | *Actor face id - Actor face* |
| voiceflags | expression | *Actor voice flags (for random voices)* |
| gender | gender | *Actor gender* |
| invincible | boolean | *Object is invincible?* |
| price | expression | *The price for marines* |

<skills> *Marine Skills*

<fighting> *Marine fighting skill*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<hacking> *Marine hacking skill*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<engineering> *Marine engineering skill*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<mechanical> *Marine mechanical skill*

| | | |
|---|---|---|
| exact | expression | *Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Minimum random number (ignored if exact is set)* |
| max | expression | *Maximum random number (ignored if exact is set)* |
| profile | profile | *Random number profile (ignored if exact is set)* |
| scale | integer | *Scale of random number profile (ignored if exact is set)* |

<set_actor_location> *Set location of actor object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *Actor object name* |
| object | object | *Location for actor - Object name* |
| location | location | *Sub-location for actor - Actor sub-location* |

<clear_actor_location> *Clear location of actor object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *Actor object name* |

<destroy_actor> *Destroy actor object*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *Actor object name* |

<set_actor_invincible> *Set whether specified actor is invincible*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *Actor object name* |
| invincible | boolean | *Object is invincible?* |

<show_help> *Show popup help message*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| textid | expression | *Help text id - Text id* |
| force | boolean | *Force tip to be redisplayed (only used with help text id)* |
| key | string | *Virtual key id (ignored if text id is provided)* |
| preferred | expression | *Preferred raw key id (only used with virtual key id)* |
| text | text | *Custom help text (ignored if help text id or virtual key id is provided) - Message text (usually a textid)* |
| duration | expression | *Popup duration (only used with custom help text, default is calculated from custom help text length) - Duration in milliseconds* |

<fade_scene> *Fade scene in/out*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| fade | fade | *Fade type* |

<play_sound> *Play sound*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| soundid | sound | *Sound id* |

<play_music> *Play a music track*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| music | expression | *Music track (omit to restore default music) - Music track id* |

<play_text> *Play (speak) text (subtitles only if no voice recording is associated with text)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| actor | actor | *If not supplied then speak as computer - Single line (additional lines ignored if single line supplied) - Actor object name* |
| face | face | *Ignored if actor not supplied - Single line (additional lines ignored if single line supplied) - Actor face* |
| pageid | expression | *Ignored if actor supplied (actor page is used) - Single line (additional lines ignored if single line supplied) - Page id* |
| textid | expression | *Single line (additional lines ignored if single line supplied) - Text id* |
| priority | expression | *Priority* |

<line> - *multiple*

| | | |
|---|---|---|
| actor | actor | *If not supplied then speak as computer - Actor object name* |
| face | face | *Ignored if actor not supplied - Actor face* |
| pageid | expression | *Ignored if actor supplied (actor page is used) - Page id* |
| textid | expression | *Text id* |
| comment | string | *Comment for documentation purposes only* |

<play_movie> *Play movie*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| movie | movie | *Movie type* |

| | | |
|---|---|---|
| movieid | expression | *Movie id* |
| fade | fade | *Fade type* |

<play_cinematic> *Play cinematic*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| object | object | *Target object - Object name* |
| distance | expression | *Distance from target - Distance from position* |
| duration | expression | *Cinematic timing - Duration in milliseconds* |

<position> *Position in space*

| | | |
|---|---|---|
| x | expression | *X coordinate in sector space* |
| y | expression | *Y coordinate in sector space* |
| z | expression | *Z coordinate in sector space* |
| object | object | *Used in preference to coordinates if supplied - Object name* |
| exact | expression | *Distance from specified position - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Distance from specified position - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Distance from specified position - Minimum random number (ignored if exact is set)* |
| max | expression | *Distance from specified position - Maximum random number (ignored if exact is set)* |
| profile | profile | *Distance from specified position - Random number profile (ignored if exact is set)* |
| scale | integer | *Distance from specified position - Scale of random number profile (ignored if exact is set)* |
| height | | *Height (y coordinate) maximum offset (distance calculated using cylinder rather than sphere if supplied)* |
| comment | string | *Comment for documentation purposes only* |

<play_subtitles> *Play subtitles*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| author | text | *Subtitle text - Author (usually a textid)* |
| text | text | *Subtitle text - Message text (usually a textid)* |
| duration | expression | *Subtitle duration - Duration in milliseconds* |

<play_cutscene> *Play cutscene*

| | | |
|---|---|---|
| file | string | *Cutscene file* |

<object> *Cutscene objects - multiple*

| | | |
|---|---|---|
| object | object | *Object name* |
| name | object | *Object name* |
| comment | string | *Comment for documentation purposes only* |

<cutscene_event> *Trigger a timing event in the linked cutscene*

| | | |
|---|---|---|
| event | csevent | *Name of the timing event to trigger.* |

<set_cutscene_sector> *Add a named sector that corresponds to a cutscene environment*

| | | |
|---|---|---|
| name | sector | *Sector name* |
| environment | csenv | *Name of the environment in the cutscene.* |

<run_script> *Run script*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| script | script | *Script name* |
| object | object | *Object on which to run script (runs globally if not supplied) - Object name* |
| taskid | expression | *Script task id (uses task 0 if not supplied)* |

<scriptargs> *Script arguments*

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |

<scriptvalue> *Script value - mandatory - multiple*

| | | |
|---|---|---|
| datatype | datatype | *Script value data type* |
| datavalue | string | *Script value (not used if datatype='array')* |
| comment | string | *Comment for documentation purposes only* |

<scriptarray> *Array data (datatype='array' only)*

<scriptvalue> *Script value - mandatory - multiple*

<complete_cue> *Complete cue*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |
| instantiate | instantiate | *Complete instance or static cue? - Instantiation type* |

<cancel_cue> *Cancel cue*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |

| | | |
|---|---|---|
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |
| instantiate | instantiate | *Cancel instance or static cue? - Instantiation type* |

<reset_cue> *Reset cue*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |
| instantiate | instantiate | *Reset instance or static cue? - Instantiation type* |

<destroy_cue> *Destroy cue (should normally only be used in patching)*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| cue | cue | *Cue name* |
| instantiate | instantiate | *Destroy instance or static cue? - Instantiation type* |

<enable_gamestart> *Enable gamestart*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| requirements | expression | *Requirements mask (to match requirements masks in gamestarts.xml)* |

<unlock_achievement> *Unlock Achievement*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | string | *Achievement ID* |

<ask_question> *Ask question*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | question | *Question name* |
| author | text | *Author (usually a textid)* |
| text | text | *Message text (usually a textid)* |
| log | log | *Message log type* |
| temporary | boolean | *Message log temporary?* |
| popup | boolean | *Message log popup?* |

<set_value> *Set local/global value*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| name | value | *Value name* |
| operation | operation | *Default operation is set - Operation* |
| exact | expression | *Value - Exact number (takes priority over min/max/profile/scale)* |
| list | expression | *Value - List of numbers (takes priority over min/max/profile/scale, ignored if exact is set)* |
| min | expression | *Value - Minimum random number (ignored if exact is set)* |
| max | expression | *Value - Maximum random number (ignored if exact is set)* |
| profile | profile | *Value - Random number profile (ignored if exact is set)* |
| scale | integer | *Value - Scale of random number profile (ignored if exact is set)* |

<remove_value> *Remove local/global value*

| | | |
|---|---|---|
| task | boolean | *Start action as a separate task?* |
| chance | expression | *Percentage (or weighted if in <do_any>) chance of action being performed (action is skipped if not)* |
| comment | string | *Comment for documentation purposes only* |
| value | value | *Value name* |

**Lookup definitions**

game - *Game type*

| | |
|---|---|
| all | *All games (default if not supplied)* |
| plot | *Plot games only* |
| noplot | *Non-plot games only* |
| custom | *Custom games only* |

instantiate - *Instantiation type*

| | |
|---|---|
| none | *No instantiation (default if not supplied)* |
| static | *Create instances from the static object* |
| instance | *Created instance (internal use only, should not be used in a cue definition)* |

check - *Check action type*

| | |
|---|---|
| none | *No action after check (default if not supplied)* |
| cancel | *Cancel cue after first check* |
| complete | *Complete cue after first check* |

operation - *Operation to perform*

| | |
|---|---|
| set | *Set value (default operation if not supplied, default action is to set to 1 if no random range supplied)* |

| | |
|---|---|
| add | *Add to value (default is to add 1 if no random range supplied)* |
| subtract | *Subtract from value (default is to subtract 1 if no random range supplied)* |
| multiply | *Multiply value (default is to do nothing if no random range supplied)* |
| divide | *Divide value (default is to do nothing if no random range supplied)* |

notorietyoperation - *Operation to perform*

| | |
|---|---|
| set | *Set notoriety (default operation if not supplied)* |
| add | *Add to notoriety* |
| subtract | *Subtract from notoriety* |

profile - *Random number profile type*

| | |
|---|---|
| flat | *Flat (linear) distribution, default if no profile specified* |
| increasing | *Higher numbers are more likely* |
| decreasing | *Lower numbers are more likely* |
| bell | *Numbers in the middle of the range are more likely* |
| inversebell | *Higher and lower numbers are more likely than those in the middle* |

menu - *Menu class id*

| | |
|---|---|
| dialog | *Dialog (comms) menu* |
| objectives | *Objectives (my missions) menu* |
| briefing | *Briefing menu* |
| messages | *Message log menu* |
| message | *Message display* |
| sector | *Sector map* |
| galaxy | *Galaxy map* |

objective - *Objective type*

| | |
|---|---|
| custom | *Custom objective* |
| deliver | *Deliver ware* |
| destroy | *Destroy object* |
| dockat | *Dock at object* |
| flyto | *Fly to location or object* |
| follow | *Follow object* |
| kill | *Kill actor* |
| talkto | *Talk to actor* |
| protect | *Protect object* |
| find | *Find object* |
| buy | *Buy ware* |
| sell | *Sell ware* |
| build | *Build object* |

objectivestatus - *Objective status*

| | |
|---|---|
| complete | *Objective complete* |
| failed | *Objective failed* |
| aborted | *Objective aborted* |

createobjectclass - *Object class (create)*

| | |
|---|---|
| m1 | *M1 class ship* |
| m2 | *M2 class ship* |
| m3 | *M3 class ship* |
| m4 | *M4 class ship* |
| m5 | *M5 class ship* |
| m6 | *M6 class ship* |
| m7 | *M7 class ship* |
| m8 | *M8 class ship* |
| tl | *TL class ship* |
| tm | *TM class ship* |
| ts | *TS class ship* |
| tp | *TP class ship* |
| khaakcluster | *Kha'ak cluster* |
| gonership | *Goner ship* |
| factory | *Factory* |
| shipyard | *Shipyard* |
| bigshipyard | *Big shipyard* |
| smallshipyard | *Small shipyard* |
| scrapyard | *Scrapyard* |
| complex | *Factory complex* |
| trade | *Trading station* |
| equipment | *Equipment dock* |
| piratebase | *Pirate base* |
| gonertemple | *Goner temple* |
| khaakbase | *Kha'ak base* |
| hq | *Player HQ* |
| lasertower | *Lasertower* |
| satellite | *Satellite* |
| advancedsatellite | *Advanced satellite* |
| mine | *SQUASH mine* |

| | |
|---|---|
| ionmine | *Ion mine* |
| trackermine | *Tracker mine* |
| terranmine | *Terran mine* |
| beacon | *Navigational beacon* |
| jumpbeacon | *Jump beacon* |
| fightdrone | *Fighter drone* |
| mk2fightdrone | *Mk2 fighter drone* |
| terranfightdrone | *Terran fighter drone* |
| freightdrone | *Freight drone* |
| asteroid | *Asteroid* |
| debris | *Asteroid debris (rocks)* |
| wreck | *Ship or station wreck* |
| crate | *Ware crate* |
| gate | *Gate* |
| astronaut | *Astronaut (space suit)* |
| spacefly | *Spacefly* |
| ufo | *UFO* |
| special | *Special object* |

findobjectclass - *Object class (find)*

| | |
|---|---|
| m1 | *M1 class ship* |
| m2 | *M2 class ship* |
| m3 | *M3 class ship* |
| m4 | *M4 class ship* |
| m5 | *M5 class ship* |
| m6 | *M6 class ship* |
| m7 | *M7 class ship* |
| m8 | *M8 class ship* |
| tl | *TL class ship* |
| tm | *TM class ship* |
| ts | *TS class ship* |
| tp | *TP class ship* |
| khaakcluster | *Kha'ak cluster* |
| gonership | *Goner ship* |
| fighter | *Any fighter ship* |
| freighter | *Any freighter ship* |
| carrier | *Any carrier ship* |
| littleship | *Any small ship* |
| bigship | *Any large ship* |
| hugeship | *Any huge ship* |
| ship | *Any ship (includes stationary objects, astronauts, drones, UFOS and spaceflies)* |
| factory | *Factory* |
| shipyard | *Shipyard* |
| bigshipyard | *Big shipyard* |
| smallshipyard | *Small shipyard* |
| scrapyard | *Scrapyard* |
| complex | *Factory complex* |
| trade | *Trading station* |
| equipment | *Equipment dock* |
| piratebase | *Pirate base* |
| gonertemple | *Goner temple* |
| khaakbase | *Kha'ak base* |
| hq | *Player HQ* |
| dock | *Any dock (includes trading stations, equipment docks, pirate bases, goner temple and kha'ak bases)* |
| station | *Any station* |
| asteroid | *Asteroid* |
| debris | *Asteroid debris (rocks)* |
| wreck | *Ship or station wreck* |
| crate | *Ware crate* |
| gate | *Gate* |
| astronaut | *Astronaut (space suit)* |
| spacefly | *Spacefly* |
| ufo | *UFO* |
| special | *Special object* |
| stationary | *Any stationary object (includes mines, lasertowers, beacons and satellites)* |
| drone | *Any drone* |
| object | *Any object* |

createshipclass - *Ship class (create)*

| | |
|---|---|
| m1 | *M1 class ship* |
| m2 | *M2 class ship* |
| m3 | *M3 class ship* |
| m4 | *M4 class ship* |
| m5 | *M5 class ship* |
| m6 | *M6 class ship* |

| | |
|---|---|
| m7 | *M7 class ship* |
| m8 | *M8 class ship* |
| tl | *TL class ship* |
| tm | *TM class ship* |
| ts | *TS class ship* |
| tp | *TP class ship* |
| khaakcluster | *Kha'ak cluster* |
| gonership | *Goner ship* |

findshipclass - *Ship class (find)*

| | |
|---|---|
| m1 | *M1 class ship* |
| m2 | *M2 class ship* |
| m3 | *M3 class ship* |
| m4 | *M4 class ship* |
| m5 | *M5 class ship* |
| m6 | *M6 class ship* |
| m7 | *M7 class ship* |
| m8 | *M8 class ship* |
| tl | *TL class ship* |
| tm | *TM class ship* |
| ts | *TS class ship* |
| tp | *TP class ship* |
| khaakcluster | *Kha'ak cluster* |
| gonership | *Goner ship* |
| fighter | *Any fighter ship* |
| freighter | *Any freighter ship* |
| carrier | *Any carrier ship* |
| littleship | *Any small ship* |
| bigship | *Any large ship* |
| hugeship | *Any huge ship* |
| ship | *Any ship (includes stationary objects, astronauts, drones, UFOS and spaceflies)* |

createstationclass - *Station class (create)*

| | |
|---|---|
| factory | *Factory* |
| shipyard | *Shipyard* |
| bigshipyard | *Big shipyard* |
| smallshipyard | *Small shipyard* |
| scrapyard | *Scrapyard* |
| complex | *Factory complex* |
| trade | *Trading station* |
| equipment | *Equipment dock* |
| piratebase | *Pirate base* |
| gonertemple | *Goner temple* |
| khaakbase | *Kha'ak base* |
| hq | *Player HQ* |

findstationclass - *Station class (find)*

| | |
|---|---|
| factory | *Factory* |
| shipyard | *Shipyard* |
| bigshipyard | *Big shipyard* |
| smallshipyard | *Small shipyard* |
| scrapyard | *Scrapyard* |
| complex | *Factory complex* |
| trade | *Trading station* |
| equipment | *Equipment dock* |
| piratebase | *Pirate base* |
| gonertemple | *Goner temple* |
| khaakbase | *Kha'ak base* |
| hq | *Player HQ* |
| dock | *Any dock (includes trading stations, equipment docks, pirate bases, goner temple and kha'ak bases)* |
| station | *Any station* |

createstationaryclass - *Stationary object class (create)*

| | |
|---|---|
| lasertower | *Lasertower* |
| satellite | *Satellite* |
| advancedsatellite | *Advanced satellite* |
| mine | *SQUASH mine* |
| ionmine | *Ion mine* |
| trackermine | *Tracker mine* |
| terranmine | *Terran mine* |
| beacon | *Navigational beacon* |
| jumpbeacon | *Jump beacon* |

createdroneclass - *Drone class (create)*

| | |
|---|---|
| fightdrone | *Fighter drone* |
| mk2fightdrone | *Mk2 fighter drone* |

| | |
|---|---|
| terranfightdrone | *Terran fighter drone* |
| freightdrone | *Freight drone* |

class - *Class*

| | |
|---|---|
| m1 | *M1 class ship* |
| m2 | *M2 class ship* |
| m3 | *M3 class ship* |
| m4 | *M4 class ship* |
| m5 | *M5 class ship* |
| m6 | *M6 class ship* |
| m7 | *M7 class ship* |
| m8 | *M8 class ship* |
| tl | *TL class ship* |
| tm | *TM class ship* |
| ts | *TS class ship* |
| tp | *TP class ship* |
| khaakcluster | *Kha'ak cluster* |
| gonership | *Goner ship* |
| fighter | *Any fighter ship* |
| freighter | *Any freighter ship* |
| carrier | *Any carrier ship* |
| littleship | *Any small ship* |
| bigship | *Any large ship* |
| hugeship | *Any huge ship* |
| ship | *Any ship (includes stationary objects, astronauts, drones, UFOS and spaceflies)* |
| factory | *Factory* |
| shipyard | *Shipyard* |
| bigshipyard | *Big shipyard* |
| smallshipyard | *Small shipyard* |
| scrapyard | *Scrapyard* |
| complex | *Factory complex* |
| trade | *Trading station* |
| equipment | *Equipment dock* |
| piratebase | *Pirate base* |
| gonertemple | *Goner temple* |
| khaakbase | *Kha'ak base* |
| hq | *Player HQ* |
| dock | *Any dock (includes trading stations, equipment docks, pirate bases, goner temple and kha'ak bases)* |
| station | *Any station* |
| asteroid | *Asteroid* |
| debris | *Asteroid debris (rocks)* |
| wreck | *Ship or station wreck* |
| crate | *Ware crate* |
| gate | *Gate* |
| astronaut | *Astronaut (space suit)* |
| spacefly | *Spacefly* |
| ufo | *UFO* |
| special | *Special object* |
| stationary | *Any stationary object (includes mines, lasertowers, beacons and satellites)* |
| drone | *Any drone* |
| object | *Any object* |

category - *Category*

| | |
|---|---|
| sun | *Sun* |
| planet | *Planet* |
| dock | *Dock* |
| factory | *Factory* |
| ship | *Ship* |
| laser | *Laser* |
| shield | *Shield* |
| missile | *Missile* |
| energy | *Energy* |
| natural | *Natural* |
| bio | *Bio* |
| food | *Food* |
| minerals | *Minerals* |
| tech | *Tech* |
| asteroid | *Asteroid* |
| gate | *Gate* |
| special | *Special* |
| debris | *Debris* |
| dockwreck | *Dock wreck* |
| factorywreck | *Factory wreck* |
| shipwreck | *Ship wreck* |

stationcategory - *Station category*

| | |
|---|---|
| dock | *Dock* |
| factory | *Factory* |

wreckcategory - *Wreck category*

| | |
|---|---|
| dockwreck | *Dock wreck* |
| factorywreck | *Factory wreck* |
| shipwreck | *Ship wreck* |

cratecategory - *Crate category*

| | |
|---|---|
| dock | *Dock* |
| factory | *Factory* |
| ship | *Ship* |
| laser | *Laser* |
| shield | *Shield* |
| missile | *Missile* |
| energy | *Energy* |
| natural | *Natural* |
| bio | *Bio* |
| food | *Food* |
| minerals | *Minerals* |
| tech | *Tech* |

race - *Race*

| | |
|---|---|
| none | *No race* |
| argon | *Argon* |
| boron | *Boron* |
| split | *Split* |
| paranid | *Paranid* |
| teladi | *Teladi* |
| xenon | *Xenon* |
| khaak | *Kha'ak* |
| pirate | *Pirate* |
| goner | *Goner* |
| player | *Player* |
| enemy | *Generic enemy race* |
| neutral | *Generic neutral race* |
| friend | *Generic friend race* |
| abandoned | *Abandoned object* |
| other1 | *Other race 1* |
| other2 | *Other race 2* |
| atf | *ATF* |
| terran | *Terran* |
| yaki | *Yaki* |

racemask - *Race mask*

| | |
|---|---|
| none | *No race* |
| argon | *Argon* |
| boron | *Boron* |
| split | *Split* |
| paranid | *Paranid* |
| teladi | *Teladi* |
| xenon | *Xenon* |
| khaak | *Kha'ak* |
| pirate | *Pirate* |
| goner | *Goner* |
| player | *Player* |
| enemy | *Generic enemy race* |
| neutral | *Generic neutral race* |
| friend | *Generic friend race* |
| abandoned | *Abandoned object* |
| other1 | *Other race 1* |
| other2 | *Other race 2* |
| atf | *ATF* |
| terran | *Terran* |
| yaki | *Yaki* |
| default | *All default races (Argon/Boron/Paranid/Split/Teladi)* |
| pirategroup | *All pirate groups (Pirate/Yaki)* |
| terrangroup | *All terran groups (Terran/ATF)* |
| aggressive | *All aggressive races (Xenon/Khaak)* |
| all | *All NPC races* |
| known | *All NPC races known to player* |
| knowndefault | *All default races (see default) known to player* |
| knownpirategroup | *All pirate groups (see pirategroup) known to player* |
| knownterrangroup | *All terran groups (see terrangroup) known to player* |
| knownaggressive | *All aggressive races (see aggressive) known to player* |

cargoclass - *Cargo class*

| | |
|---|---|
| t | *Tiny* |
| s | *Small* |
| m | *Medium* |
| l | *Large* |
| xl | *Extra large* |
| st | *Station* |

gender - *Gender*

| | |
|---|---|
| male | *Male (default)* |
| female | *Female (Argon only)* |
| lar | *Lar (Boron only, not currently used)* |

relation - *Relation*

| | |
|---|---|
| friend | *Friend* |
| enemy | *Enemy* |
| neutral | *Neutral* |

notoriety - *Notoriety*

| | |
|---|---|
| notop10 | *Positive notoriety 10* |
| notop9 | *Positive notoriety 9* |
| notop8 | *Positive notoriety 8* |
| notop7 | *Positive notoriety 7* |
| notop6 | *Positive notoriety 6* |
| notop5 | *Positive notoriety 5* |
| notop4 | *Positive notoriety 4* |
| notop3 | *Positive notoriety 3* |
| notop2 | *Positive notoriety 2* |
| notop1 | *Positive notoriety 1* |
| noto0 | *Zero notoriety* |
| noton1 | *Negative notoriety 1* |
| noton2 | *Negative notoriety 2* |
| noton3 | *Negative notoriety 3* |
| noton4 | *Negative notoriety 4* |
| noton5 | *Negative notoriety 5* |
| ally | *Ally* |
| hero | *Hero* |
| knight | *knight* |
| friend | *Friend* |
| neutral | *Neutral* |
| foe | *Foe* |
| shunned | *Shunned (enemy in main sectors)* |
| hunted | *Hunted* |
| enemy | *Enemy* |
| archenemy | *Arch-enemy* |
| nodock | *No docking at shipyards and equipment docks* |
| nostation | *No docking at stations in core sectors* |
| min | *Minimum (fixed)* |
| max | *Maximum (fixed)* |

rank - *Trade/fight rank*

| | |
|---|---|
| rank0 | *Trade/fight rank 0* |
| rank1 | *Trade/fight rank 1* |
| rank2 | *Trade/fight rank 2* |
| rank3 | *Trade/fight rank 3* |
| rank4 | *Trade/fight rank 4* |
| rank5 | *Trade/fight rank 5* |
| rank6 | *Trade/fight rank 6* |
| rank7 | *Trade/fight rank 7* |
| rank8 | *Trade/fight rank 8* |
| rank9 | *Trade/fight rank 9* |
| rank10 | *Trade/fight rank 10* |
| rank11 | *Trade/fight rank 11* |
| rank12 | *Trade/fight rank 12* |
| rank13 | *Trade/fight rank 13* |
| rank14 | *Trade/fight rank 14* |
| rank15 | *Trade/fight rank 15* |
| rank16 | *Trade/fight rank 16* |
| rank17 | *Trade/fight rank 17* |
| rank18 | *Trade/fight rank 18* |
| rank19 | *Trade/fight rank 19* |
| rank20 | *Trade/fight rank 20* |
| rank21 | *Trade/fight rank 21* |
| rank22 | *Trade/fight rank 22* |
| rank23 | *Trade/fight rank 23* |
| rank24 | *Trade/fight rank 24* |
| rank25 | *Trade/fight rank 25* |

| | |
|---|---|
| rank26 | *Trade/fight rank 26* |
| rank27 | *Trade/fight rank 27* |
| rank28 | *Trade/fight rank 28* |
| rank29 | *Trade/fight rank 29* |
| rank30 | *Trade/fight rank 30* |

gateid - *Gate type*

| | |
|---|---|
| north | *North gate* |
| south | *South gate* |
| east | *East gate* |
| west | *West gate* |
| up | *Up gate (normally a special gate)* |
| down | *Down gate (normally a special gate)* |

location - *Actor sub-location*

| | |
|---|---|
| pilot | *Actor is ship pilot (default)* |
| crew | *Actor is part of the ship's crew* |
| passenger | *Actor is passenger* |
| product | *Actor is a marine for sale* |

log - *Message log type*

| | |
|---|---|
| normal | *Normal log entry* |
| plot | *Plot log entry* |

fade - *Fade type*

| | |
|---|---|
| in | *Fade in only* |
| out | *Fade out only* |
| both | *Fade in and out* |

movie - *Movie type*

| | |
|---|---|
| fullscreen | *Full screen movie* |
| briefing | *Briefing movie* |

reward - *Reward/penalty type*

| | |
|---|---|
| money | *Money reward/penalty* |
| notoriety | *Race notoriety reward/penalty* |
| fightrank | *Fight rank reward/penalty* |
| traderank | *Trade rank reward/penalty* |

level - *Difficulty level*

| | |
|---|---|
| trivial | *Trivial difficulty level* |
| veryeasy | *Very easy difficulty level* |
| easy | *Easy difficulty level* |
| average | *Average difficulty level* |
| hard | *Hard difficulty level* |
| veryhard | *Very hard difficulty level* |
| impossible | *Impossible difficulty level* |

shiploadout - *Base loadout for the specified ship*

| | |
|---|---|
| none | *No base loadout* |
| minimum | *Minimum base loadout* |
| default | *Default base loadout* |
| maximum | *Maximum base loadout* |

stationloadout - *Base loadout for the specified station*

| | |
|---|---|
| none | *No base loadout* |
| default | *Default base loadout* |

loadoutmask - *Base loadout mask for the specified object (multiple values may be separated by | symbols)*

| | |
|---|---|
| all | *All loudout elements (default if not supplied)* |
| shields | *Shields* |
| lasers | *Lasers* |
| missiles | *Missiles* |
| equipment | *Equipment* |

command - *Command*

| | |
|---|---|
| none | *No action* |
| default | *Default action for class* |
| follow | *Follow command object* |
| home | *Return home* |
| protect | *Protect command object* |
| attack | *Attack command object* |
| attacknearest | *Attack nearest enemy to formation leader* |
| killenemies | *Kill all enemies* |
| killenemiesrange | *Kill all enemies in range* |
| killenemiesland | *Kill all enemies in range and land* |
| attacktarget | *Attack player ship target* |
| dock | *Dock at command object* |
| stay | *Stay still* |

| | |
|---|---|
| idle | *Follow idle flight pattern* |
| movesector | *Move to sector* |
| moveposition | *Move to position* |
| movecontinue | *Move to position and continue* |
| retreat | *Retreat to position* |
| collectware | *Collect ware crate* |
| jumpsector | *Jump to sector* |

formation - *Formation type*

| | |
|---|---|
| default | *Default formation for ship class* |
| delta | *Delta formation* |
| line | *Line formation* |
| x | *X formation* |
| xdelta | *X-Delta formation* |
| pyramid | *Pyramid formation* |
| claw | *Claw formation* |
| shield | *Shield formation* |
| random | *Random formation* |

wing - *Formation type*

| | |
|---|---|
| gold | *Gold wing* |
| red | *Red wing* |
| blue | *Blue wing* |
| green | *Green wing* |
| purple | *Purple wing* |
| white | *White wing* |
| silver | *Silver wing* |
| orange | *Orange wing* |

face - *Face*

| | |
|---|---|
| 101 | *Military Female* |
| 102 | *Military Male* |
| 103 | *Military Officer* |
| 104 | *Transporter Female 1* |
| 105 | *Transporter Female 2* |
| 106 | *Transporter Male 1* |
| 107 | *Normal 1* |
| 108 | *Normal 2* |
| 109 | *Normal Female Nia* |
| 117 | *Kyle Brennan* |
| 120 | *Elena* |
| 121 | *Saya* |
| 122 | *Transporter Male 2* |
| 126 | *Julian* |
| 131 | *Comp 1* |
| 142 | *MaleFemale NotNormal (?)* |
| 158 | *Ban Danna* |
| 201 | *Boron 1* |
| 202 | *Boron 2* |
| 203 | *Boron 3* |
| 204 | *Boron 4* |
| 205 | *Boron 5* |
| 301 | *Split 1* |
| 302 | *Split 2* |
| 303 | *Split 3* |
| 304 | *Split 4* |
| 305 | *Split 5* |
| 401 | *Paranid 1* |
| 402 | *Paranid 2* |
| 403 | *Paranid 3* |
| 404 | *Paranid 4* |
| 405 | *Paranid 5* |
| 501 | *Teladi 1* |
| 502 | *Teladi 2* |
| 503 | *Teladi 3* |
| 504 | *Teladi 4* |
| 505 | *Teladi 5* |
| 811 | *Pirate Female* |
| 812 | *Pirate Male 1* |
| 813 | *Pirate Male 2* |
| 815 | *Don Tony Marani* |
| 816 | *Miria* |
| 821 | *Pirate Boron 1* |
| 822 | *Pirate Boron 2* |
| 831 | *Pirate Split 1* |

| | |
|---|---|
| 832 | *Pirate Split 2* |
| 841 | *Pirate Paranid 1* |
| 842 | *Pirate Paranid 2* |
| 851 | *Pirate Teladi 1* |
| 852 | *Pirate Teladi 2* |
| 901 | *Goner Priest 1* |
| 902 | *Goner Priest 2* |
| 910 | *Kyle* |
| 915 | *Beckit* |
| 916 | *Ion* |
| 917 | *Dogun* |
| 1131 | *1131 Terran Male 1* |
| 1132 | *1132 Terran Female 1* |
| 1133 | *1133 Terran Male 2* |
| 1134 | *1134 Terran Female 2* |
| 1135 | *1135 Terran Male 3* |
| 1136 | *1136 Terran Male 4* |
| 1137 | *1137 Terran Female 3* |
| 1138 | *1138 Terran Male 5* |
| 1139 | *1139 Terran Male 6* |
| 1140 | *1140 Terran Female 4* |

statistic - *Player statistic counter id*

| | |
|---|---|
| 5030 | *Jumpgates passed* |
| 5040 | *Jump energy used* |
| 5050 | *Ships bought* |
| 5060 | *Ships sold* |
| 5070 | *Stations built* |
| 5080 | *Pilots bailed* |
| 5090 | *Ore collected* |
| 5100 | *Silicon collected* |
| 5110 | *Nividium collected* |
| 5120 | *Spaceflies collected* |
| 5140 | *Slaves collected* |
| 5160 | *Missions accepted* |
| 5170 | *Missions completed* |
| 5220 | *Secret containers found* |
| 5310 | *Ships claimed* |
| 5320 | *Ice collected* |
| 5330 | *Smugglers caught* |

sound - *Sound*

| | |
|---|---|
| 100 | |
| 101 | *M6;Astronaut* |
| 102 | *M1;M2;TL* |
| 103 | *M3 (Argon;Boron)* |
| 104 | *M4* |
| 105 | *M5;Fighter drone* |
| 106 | *TS;TP* |
| 107 | *M3 (other races)* |
| 108 | *Dock;Factory Complex* |
| 109 | *UFO* |
| 110 | *Satellite;Khaak M0* |
| 111 | *Khaak bullet* |
| 112 | *Standard bullet;missiles* |
| 113 | *Flash bullet* |
| 114 | *Khaak ships* |
| 115 | *Shipyard* |
| 116 | *Factory: Tech* |
| 117 | *Factory: Food/Bio* |
| 118 | *Factory: Power plant/Mine* |
| 119 | *Goner Temple* |
| 120 | *Pirate base* |
| 121 | *Spaceflies* |
| 122 | *(unused)* |
| 123 | *(unused)* |
| 124 | *(unused)* |
| 125 | *(unused)* |
| 800 | |
| 801 | |
| 802 | |
| 803 | |
| 804 | |
| 805 | |
| 806 | |

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900 *Missile explosion (hit): Small*
901 *Missile explosion (hit): Medium*
902 *Missile explosion (hit): Large*
903 *Collision: small vs small*
904 *Collision: medium/large*
905 *(unused)*
906 *Laser hit: Mining*
907 *Laser hit: Small*
908 *Laser hit: Medium*
909 *Laser hit: Large*
910 *(unused)*
911 *(unused)*
912 *Launch laser: Alpha IRE*
913 *Launch laser: Beta IRE*
914 *Launch laser: Gamma IRE;Mass Driver*
915 *Launch missile: small*
916 *Launch missile: medium*
917 *Launch missile: large*
918 *Explosion: small*
919 *Explosion: medium*
920 *Explosion: large*
921 *(unused) Schiff nähert sich der Atmosphäre. Steigerungsfähig (Lautstärke wird mit und mit aufgedreht). Bis das Schiff schließlich explodiert. YES*
922 *(unused) Auf und wieder abschwellendes BRUMMEN nach einer gewaltigen Explosion YES*
923 *Yellow alert*
924 *(unused) Alert*
925 *Red alert*
926 *(unused) Auswurf eines Objektes aus einem Schiff (Schott öffnet sich;DING fliegt raus etc.) NO*
927 *(unused) Mine in Reichweite;nähert sich (Näherungswarnung;wird von Computerstimme eingeleitet). Eventuell mit sich beschleunigendem loop Intervall. NO*
928 *(unused) Eigenes Schiff im "target lock" eines Gegners*
929 *(unused) Warnton einer Raumstation bevor ein Schiff startet*
930 *Comm crank 1*
931 *Comm crank 2 (beep)*
932 *Comm crank 3*
933 *(unused) Crank fuer funkuebertragung lang*
934 *(unused) Eigenes Schiff beschleunigt mit mittlerem Triebwerk START NO*
935 *(unused) Eigenes Schiff beschleunigt mit mittlerem Triebwerk*
936 *(unused) Eigenes Schiff beschleunigt mit mittlerem Triebwerk STOP NO*
937 *(unused) Factory ambient 1*
938 *(unused) Factory ambient 2*
939 *(unused)*
940 *(unused) Grollen loop nach hits und kollisionen ein / ausfadend*
941 *(unused) Steuerdüsen des eigenen Schiffs. Ertönen von rechts oder links uns unterschiedlich stark (d.h. laut) je nach stärke des Steuerimpulses. YES*
942 *(unused) Steuerdüsen des eigenen Schiffs. Ertönen von rechts oder links uns unterschiedlich stark (d.h. laut) je nach stärke des Steuerimpulses. STOP NO*
943 *(unused) Großes Schott einer Raumstation wird geöffnet START*
944 *(unused) Großes Schott einer Raumstation wird geöffnet (WAS LOOOPING!!)*
945 *(unused) Großes Schott einer Raumstation wird geöffnet STOP*
946 *(unused) Umgebender Sound bei Flug durch Warp Tunnel YES*
947 *(unused) EGOSOFT left*
948 *(unused) EGOSOFT right*
949 *(unused) Fac. ambient continued*
950 *(unused) Fac. ambient continued*
951 *(unused) Fac. ambient continued*
952 *(unused) Fac. ambient continued*
953 *Menu login*
954 *Menu logout*
955 *Menu success*
956 *Menu fail*
957 *Menu move selection*

958 *Launch laser: Alpha PAC;Mining laser*
959 *Launch laser: Beta/Gamma PAC*
960 *Launch laser: HEPT;PPC;Lasertower;Repair*
961 *(unused) The eagle has landed (26 sek)*
962 *(unused) Shield on/off*
963 *Install missile*
964 *Cargo bay open*
965 *Warp tunnel thunder*
966 *Being scanned*
967 *(unused) Arm moving down;docking*
968 *Ecliptic projector on/off*
969 *Cargo bay closed*
970 *(unused) Arm moving up;undocking*
971 *(unused) Lightning*
972 *OK ping of tutorial rings*
973 *(unused) Rolling thunder LONG!*
974 *(unused) Elevator 15sek.*
975 *(unused) Ship boost fade in / loop 6-7s / fade out*
976 *(unused) Intro Rocket launch*
977 *(unused) Intro PADS dropped toward planet*
978 *(unused) Intro Gate destruction*
979 *Zoom goggles*
980 *SETA activated*
981 *SETA wakeup*
982 *SETA 10% click*
983 *Entering gate (currently not used)*
984 *(unused)*
985 *(unused) beep beep*
986 *(unused) beep*
987 *Zoom in*
988 *(unused) Menu special*
989 *Zoom out*
990 *(unused) shot*
991 *Beaming*
992 *Collision: Spacefly (splash)*
993 *rolling demo Breath 1 intro*
994 *rolling demo Breath 1 intro*
995 *rolling demo ZOOM in 0.6s*
996 *rolling demo ZOOM out 1s*
997 *rolling demo Door opening*
998 *rolling demo WOOSH long*
999 *rolling demo WOOSH short*
1000 *rolling demo Glass breaking*
1001 *rolling demo CLONG metal*
1002 *rolling demo METALL scrap*
1003 *rolling demo City wind*
1004 *rolling demo Underwater atmo*
1005 *rolling demo TP Atmo (neonlight)*
1006 *DING DONG station announcement*
1007 *(unused) DING DA DONG station announcement variation 2*
1008 *Incoming message*
1009 *Tracker activated*
1010 *Install laser*
1011 *Install shield*
1012 *Install equipment*
1013 *Boost activated*
1014 *(unused)*
1100 *Promotion of ranking*
1101 *fade to dark*
1102 *fade to bright*
1103 *monitor open/close*
1104 *Hangar Doors Opening*
1105 *jumpdrive leaving*
1106 *jumpdrive entering*
1107
1108 *breathing in space*
1109 *Door Exploding*
1110 *Hangar Closing*
1111
1112
1113
1114
1115
1116

| | |
|---|---|
| 1117 | |
| 1118 | *Enemy Lock* |
| 1119 | *Target Switch; Stereo Activation* |
| 1120 | *Target Enemy Switch* |
| 1121 | *Bret working on Ship* |
| 1122 | |
| 1123 | |
| 1124 | |
| 1125 | |
| 1126 | |
| 1127 | |
| 1128 | |
| 1129 | |
| 1130 | |
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| 1147 | |
| 1148 | |
| 1149 | |
| 1150 | *Explosion #3* |
| 1151 | *Explosion #4* |
| 1152 | *Explosion #5* |
| 1153 | *Explosion #6* |
| 1154 | *Explosion #7* |
| 1155 | *Explosion #8* |
| 1156 | *swoosh - Sign passing in Argon prime* |
| 1157 | |
| 1158 | *ARHHHHH Saya dies* |
| 1159 | |
| 1160 | |
| 1161 | |
| 1162 | |
| 1163 | |
| 1164 | |
| 1165 | |
| 1166 | |
| 1167 | |
| 1168 | |
| 1169 | |
| 1170 | |
| 1200 | *Hullhit 3* |
| 1201 | *Hullhit 4* |
| 1202 | *Hullhit 5* |
| 1203 | *Missilewarning 1 (short)* |
| 1204 | *Missilewarning 2 (long)* |
| 1205 | *Launch laser: Alpha Pulsed Beam Emitter* |

datatype - *Data type*

| | |
|---|---|
| integer | *Integer* |
| string | *String* |
| ship | *Ship* |
| station | *Station* |
| object | *Object* |
| typename | *Object typename (from types file)* |
| array | *Array* |

tasks - *Task list*

| | |
|---|---|
| trading | *Trading* |
| production | *Production* |
| reversing | *Reverse engineering* |
| repairing | *Repairing* |

recycling *Recycling*

**Variable definitions**

instance - *Variables relating to cue instances*

| | | |
|---|---|---|
| **{instance@*cue*}** | {instance@this} | *Instance id of the specified cue* |
| **{static@*cue*}** | {static@this} | *Instance id of the static cue of a cue instance* |
| **{instances.count@*cue*}** | {instances.count@this} | *Number of instances of this static cue* |
| **{instances.*num*@*cue*}** | {instances.1@this} | *Instance id of an instance of this static cue* |

version - *Variables relating to cue versions*

| | | |
|---|---|---|
| **{version@*cue*}** | {version@this} | *Version number of the specified cue* |

index - *Variables relating to timer counters*

| | | |
|---|---|---|
| **{index@*cue*}** | {index@this} | *Index number of the specified timer counter* |

state - *Variables relating to cue states*

| | | |
|---|---|---|
| **{state@*cue*}** | {state@this} | *State of the specified cue (0 inactive, 1 active, 2 complete, 3 cancelled)* |

counter - *Variables relating to loop counters*

| | | |
|---|---|---|
| **{counter@*counter*}** | {counter@myloop} | *Value of the specified loop counter* |

context - *Variables relating to context information*

| | | |
|---|---|---|
| **{question.answer}** | {question.answer} | *Value selected by the user in answer to the current question* |
| **{question.answer@*question*}** | {question.answer@myquestion} | *Value selected by the user in answer to the specified question* |
| **{event.object}** | {event.object} | *Object for which the current event was triggered* |
| **{event.param}** | {event.param} | *Event parameter for the current event (not used by all events)* |
| **{event.param2}** | {event.param2} | *Second event parameter for the current event (not used by all events)* |
| **{event.object@*event*}** | {event.object@any_object_attacked_by_player} | *Object for which the current event of the specifed event type was triggered* |
| **{event.param@*event*}** | {event.param@any_object_attacked_by_player} | *Event parameter for the current event of the specifed event type (not used by all events)* |
| **{event.param2@*event*}** | {event.param2@any_object_attacked_by_player} | *Second event parameter for the current event of the specifed event type (not used by all events)* |

parameter - *Variables relating to parameters passed to library cues*

| | | |
|---|---|---|
| **{param@*parameter*}** | {param@targetship} | *Value of the specified parameter (all parameters)* |
| **{param.exists@*parameter*}** | {param.exists@targetship} | *1 if the specified parameter exists, 0 if not (all parameters)* |
| **{param.cue@*parameter*}** | {param.cue@targetship} | *Value of the specified parameter (cue parameters only)* |
| **{param.cue.exists@*parameter*}** | {param.cue.exists@targetship} | *1 if the specified parameter exists, 0 if not (cue parameters only)* |
| **{param.condition@*parameter*}** | {param.condition@targetship} | *Value of the specified parameter (condition parameters only)* |
| **{param.condition.exists@*parameter*}** | {param.condition.exists@targetship} | *1 if the specified parameter exists, 0 if not (condition parameters only)* |
| **{param.timing@*parameter*}** | {param.timing@targetship} | *Value of the specified parameter (timing parameters only)* |
| **{param.timing.exists@*parameter*}** | {param.timing.exists@targetship} | *1 if the specified parameter exists, 0 if not (timing parameters only)* |
| **{param.action@*parameter*}** | {param.action@targetship} | *Value of the specified parameter (action parameters only)* |
| **{param.action.exists@*parameter*}** | {param.action.exists@targetship} | *1 if the specified parameter exists, 0 if not (action parameters only)* |
| **{param.cues@*parameter*}** | {param.cues@targetship} | *Value of the specified parameter (sub-cue parameters only)* |
| **{param.cues.exists@*parameter*}** | {param.cues.exists@targetship} | *1 if the specified parameter exists, 0 if not (sub-cue parameters only)* |

sector - *Variables relating to named sectors*

| | | |
|---|---|---|
| **{sector@*sector*}** | {sector@argonprime} | *Internal id of the specified sector* |
| **{sector.exists@*sector*}** | {sector.exists@argonprime} | *1 if the specified sector exists, 0 if not* |
| **{sector.name@*sector*}** | {sector.name@argonprime} | *Name of the specified sector* |
| **{sector.name.pageid@*sector*}** | {sector.name.pageid@argonprime} | *Page id of the name of the specified sector (for use in voice actions)* |
| **{sector.name.textid@*sector*}** | {sector.name.textid@argonprime} | *Text id of the name of the specified sector (for use in voice actions)* |
| **{sector.description@*sector*}** | {sector.description@argonprime} | *Description of the specified sector* |
| **{sector.description.pageid@*sector*}** | {sector.description.pageid@argonprime} | *Page id of the description of the specified sector (for use in voice actions)* |
| **{sector.description.textid@*sector*}** | {sector.description.textid@argonprime} | *Text id of the description of the specified sector (for use in voice actions)* |
| **{sector.race@*sector*}** | {sector.race@argonprime} | *Race id of the owner of the specified sector* |
| **{sector.race.name@*sector*}** | {sector.race.name@argonprime} | *Race name of owner of the specified sector* |
| **{sector.race.name.pageid@*sector*}** | {sector.race.name.pageid@argonprime} | *Page id of the name of the owner of the specified sector (for use in voice actions)* |
| **{sector.race.name.textid@*sector*}** | {sector.race.name.textid@argonprime} | *Text id of the name of the owner of the specified sector (for use in voice actions)* |
| **{sector.race.image@*sector*}** | {sector.race.image@argonprime} | *Thumbnail image filename for the owner of the specified sector* |
| **{sector.x@*sector*}** | {sector.x@argonprime} | *X coordinate of the specified sector* |
| **{sector.y@*sector*}** | {sector.y@argonprime} | *Y coordinate of the specified sector* |
| **{sector.core@*sector*}** | {sector.core@argonprime} | *1 if specified sector is defined as core, 0 if not* |
| **{sector.border@*sector*}** | {sector.border@argonprime} | *1 if specified sector is defined as border, 0 if not* |
| **{sector.known@*sector*}** | {sector.known@argonprime} | *1 if the specified sector is known to the player, 0 if not* |

| | | |
|---|---|---|
| **{sector.jumps@*sector*}** | {sector.jumps@argonprime} | *Number of jumps the specified sector is away from the player* |
| **{sector.route@*sector*}** | {sector.route@targetsector} | *Internal id of the next gate on the player's route to the specified sector* |
| **{sector.route.name@*sector*}** | {sector.route.name@targetsector} | *Name of the next gate on the player's route to the specified sector* |
| **{sector.quota.*discipline*@*sector*}** | {sector.quota.TXXX@argonprime} | *1 another mission slot is available for the specified type of mission in the specified sector, 0 if not* |
| **{sector.background@*sector*}** | {sector.background@argonprime} | *Background id for the specified sector* |
| **{sector.size@*sector*}** | {sector.size@argonprime} | *Size of the specified sector* |
| **{sector.size.m@*sector*}** | {sector.size.m@argonprime} | *Size of the specified sector in metres* |
| **{sector.size.km@*sector*}** | {sector.size.km@argonprime} | *Size of the specified sector in kilometres* |
| **{sector.population@*sector*}** | {sector.population@argonprime} | *Population the specified sector* |
| **{sector.music@*sector*}** | {sector.music@argonprime} | *Music track id for the specified sector* |
| **{sector.image@*sector*}** | {sector.image@argonprime} | *Thumbnail image filename for the specified sector* |

object - *Variables relating to named objects*

| | | |
|---|---|---|
| **{object@*object*}** | {object@enemy} | *Internal id of the specified object* |
| **{object.exists@*object*}** | {object.exists@enemy} | *1 if the specified object exists, 0 if not* |
| **{object.name@*object*}** | {object.name@enemy} | *Name of the specified object* |
| **{object.name.pageid@*object*}** | {object.name.pageid@enemy} | *Page id of the name of the specified object (for use in voice actions)* |
| **{object.name.textid@*object*}** | {object.name.textid@enemy} | *Text id of the name of the specified object (for use in voice actions)* |
| **{object.description@*object*}** | {object.description@enemy} | *Description of the specified object* |
| **{object.description.pageid@*object*}** | {object.description.pageid@enemy} | *Page id of the description of the specified object (for use in voice actions)* |
| **{object.description.textid@*object*}** | {object.description.textid@enemy} | *Text id of the description of the specified object (for use in voice actions)* |
| **{object.money@*object*}** | {object.money@station} | *Money in the object's account (station account for player stations and ships with homebase, player account for other player ships)* |
| **{object.money.formatted@*object*}** | {object.money.formatted@station} | *Money in the object's account, formatted using digit separators* |
| **{object.code@*object*}** | {object.code@enemy} | *ID code of the specified object* |
| **{object.class@*object*}** | {object.class@enemy} | *Class id of the specified object* |
| **{object.class.name@*object*}** | {object.class.name@enemy} | *Class name of the specified object* |
| **{object.class.name.pageid@*object*}** | {object.class.name.pageid@enemy} | *Page id of the name of the class of the specified object* |
| **{object.class.name.textid@*object*}** | {object.class.name.textid@enemy} | *Text id of the name of the class of the specified object* |
| **{object.class.image@*object*}** | {object.class.image@enemy} | *Thumbnail image filename for the class of the specified object* |
| **{object.isclass.*class*@*object*}** | {object.isclass.ship@enemy} | *1 if the specified object is of the specified class or a derived class, 0 if not* |
| **{object.type@*object*}** | {object.type@enemy} | *Typecode of the specified object* |
| **{object.type.name@*object*}** | {object.type.name@enemy} | *Type name of the specified object* |
| **{object.type.name.pageid@*object*}** | {object.type.name.pageid@enemy} | *Page id of the type name of the specified object (for use in voice actions)* |
| **{object.type.name.textid@*object*}** | {object.type.name.textid@enemy} | *Text id of the type name of the specified object (for use in voice actions)* |
| **{object.type.description@*object*}** | {object.type.description@enemy} | *Description of the type of the specified object* |
| **{object.type.description.pageid@*object*}** | {object.type.description.pageid@enemy} | *Page id of the description of the type of the specified object (for use in voice actions)* |
| **{object.type.description.textid@*object*}** | {object.type.description.textid@enemy} | *Text id of the description of the type of the specified object (for use in voice actions)* |
| **{object.type.maker@*object*}** | {object.type.maker@enemy} | *Race id of the maker of the specified object type (should be the same as {object.maker@enemy})* |
| **{object.type.class@*object*}** | {object.type.class@enemy} | *Default class id of the specified object type (normally the same as {object.class@enemy} but differences can be forced)* |
| **{object.type.class.name@*object*}** | {object.type.class.name@enemy} | *Default class name of the specified object type (normally the same as {object.class.name@enemy} but differences can be forced)* |
| **{object.type.image@*object*}** | {object.type.image@enemy} | *Thumbnail image filename for the specified object type* |
| **{object.race@*object*}** | {object.race@enemy} | *Race id of the owner of the specified object* |
| **{object.race.name@*object*}** | {object.race.name@enemy} | *Race name of the owner of the specified object* |
| **{object.race.name.pageid@*object*}** | {object.race.name.pageid@enemy} | *Page id of the name of the owner of the specified object (for use in voice actions)* |

| | | |
|---|---|---|
| **{object.race.name.textid@*object*}** | {object.race.name.textid@enemy} | *Text id of the name of the owner of the specified object (for use in voice actions)* |
| **{object.race.image@*object*}** | {object.race.image@enemy} | *Thumbnail image filename for the owner of the specified object* |
| **{object.maker@*object*}** | {object.maker@enemy} | *Race id of the maker of the specified object* |
| **{object.maker.name@*object*}** | {object.maker.name@enemy} | *Race name of the maker of the specified object* |
| **{object.maker.name.pageid@*object*}** | {object.maker.name.pageid@enemy} | *Page id of the name of the maker of the specified object (for use in voice actions)* |
| **{object.maker.name.textid@*object*}** | {object.maker.name.textid@enemy} | *Text id of the name of the maker of the specified object (for use in voice actions)* |
| **{object.position.x@*object*}** | {object.position.x@enemy} | *X coordinate of the specified object* |
| **{object.position.x.m@*object*}** | {object.position.x.m@enemy} | *X coordinate of the specified object in metres* |
| **{object.position.x.km@*object*}** | {object.position.x.km@enemy} | *X coordinate of the specified object in kilometres* |
| **{object.position.y@*object*}** | {object.position.y@enemy} | *Y coordinate of the specified object* |
| **{object.position.y.m@*object*}** | {object.position.y.m@enemy} | *Y coordinate of the specified object in metres* |
| **{object.position.y.km@*object*}** | {object.position.y.km@enemy} | *Y coordinate of the specified object in kilometres* |
| **{object.position.z@*object*}** | {object.position.z@enemy} | *Z coordinate of the specified object* |
| **{object.position.z.m@*object*}** | {object.position.z.m@enemy} | *Z coordinate of the specified object in metres* |
| **{object.position.z.km@*object*}** | {object.position.z.km@enemy} | *Z coordinate of the specified object in kilometres* |
| **{object.rotation.alpha@*object*}** | {object.rotation.alpha@enemy} | *Alpha rotation of the specified object* |
| **{object.rotation.alpha.deg@*object*}** | {object.rotation.alpha.deg@enemy} | *Alpha rotation of the specified object in degrees* |
| **{object.rotation.beta@*object*}** | {object.rotation.beta@enemy} | *Beta rotation of the specified object* |
| **{object.rotation.beta.deg@*object*}** | {object.rotation.beta.deg@enemy} | *Beta rotation of the specified object in degrees* |
| **{object.rotation.gamma@*object*}** | {object.rotation.gamma@enemy} | *Gamma rotation of the specified object* |
| **{object.rotation.gamma.deg@*object*}** | {object.rotation.gamma.deg@enemy} | *Gamma rotation of the specified object in degrees* |
| **{object.sector@*object*}** | {object.sector@enemy} | *Internal id of the sector in which the specified object is located* |
| **{object.sector.name@*object*}** | {object.sector.name@enemy} | *Name of the sector in which the specified object is located* |
| **{object.sector.race@*object*}** | {object.sector.race@enemy} | *Race id of the owner of the sector in which the specified object is located* |
| **{object.sector.race.name@*object*}** | {object.sector.race.name@enemy} | *Race name of the owner of the sector in which the specified object is located* |
| **{object.sector.x@*object*}** | {object.sector.x@enemy} | *X coordinate of the sector in which the specified object is located* |
| **{object.sector.y@*object*}** | {object.sector.y@enemy} | *Y coordinate of the sector in which the specified object is located* |
| **{object.sector.core@*object*}** | {object.sector.core@enemy} | *1 if the sector in which the specified object is located is defined as core, 0 if not* |
| **{object.sector.border@*object*}** | {object.sector.border@enemy} | *1 if the sector in which the specified object is located is defined as border, 0 if not* |
| **{object.sector.quota.*discipline*@*object*}** | {object.sector.quota.TXXX@enemy} | *1 another mission slot is available for the specified type of mission in the object's sector, 0 if not* |
| **{object.sector.image@*object*}** | {object.sector.image@enemy} | *Thumbnail image filename for the sector in which the specified object is located* |
| **{object.jumpenergy@*object*}** | {object.jumpenergy@enemy} | *Energy needed for a jump per sector for the specified object* |
| **{object.noroutejumpenergy@*object*}** | {object.noroutejumpenergy@enemy} | *Energy needed for a jump with no gate route for the specified object* |
| **{object.unfocussedjumpenergy@*object*}** | {object.unfocussedjumpenergy@enemy} | *Energy needed for a jump to the unfocussed jumpdrive sector for the specified object* |
| **{object.dockobject@*object*}** | {object.dockobject@enemy} | *Internal id of the object at which the specified object is docked* |
| **{object.dockobject.name@*object*}** | {object.dockobject.name@enemy} | *Name of the object at which the specified object is docked* |
| **{object.dockobject.code@*object*}** | {object.dockobject.code@enemy} | *ID code of the object at which the specified object is docked* |
| **{object.dockobject.class@*object*}** | {object.dockobject.class@enemy} | *Class id of the object at which the specified object is docked* |
| **{object.dockobject.class.name@*object*}** | {object.dockobject.class.name@enemy} | *Class name of the object at which the specified object is docked* |
| **{object.dockobject.isclass.*class*@*object*}** | {object.dockobject.isclass.ship@enemy} | *1 if the object at which the specified object is docked is of the specified class or a derived class, 0 if not* |
| | | *Typecode of the object at which the* |

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|---|---|---|
| **{object.dockobject.type@*object*}** | {object.dockobject.type@enemy} | *specified object is docked* |
| **{object.dockobject.type.name@*object*}** | {object.dockobject.type.name@enemy} | *Type name of the object at which the specified object is docked* |
| **{object.dockobject.race@*object*}** | {object.dockobject.race@enemy} | *Race id of the owner of the object at which the specified object is docked* |
| **{object.dockobject.race.name@*object*}** | {object.dockobject.race.name@enemy} | *Race name of the owner of the object at which the specified object is docked* |
| **{object.dockobject.maker@*object*}** | {object.dockobject.maker@enemy} | *Race id of the maker of the object at which the specified object is docked* |
| **{object.dockobject.maker.name@*object*}** | {object.dockobject.maker.name@enemy} | *Race name of the maker of the object at which the specified object is docked* |
| **{object.known@*object*}** | {object.known@enemy} | *1 if the specified object is known to the player, 0 if not* |
| **{object.hidden@*object*}** | {object.hidden@enemy} | *1 if the specified object is hidden in the sector map, 0 if not* |
| **{object.visible@*object*}** | {object.visible@enemy} | *1 if the specified object is visible (in scanner range and not hidden) in the sector map, 0 if not* |
| **{object.active@*object*}** | {object.active@mine} | *1 if the specified mine is active, 0 if not* |
| **{object.invincible@*object*}** | {object.invincible@enemy} | *1 if the specified object is invincible, 0 if not* |
| **{object.boardable@*object*}** | {object.boardable@enemy} | *1 if the specified object can be boarded even if invincible, 0 if not* |
| **{object.boarding@*object*}** | {object.boarding@enemy} | *1 if boarding of the specified object is currently in progress, 0 if not* |
| **{object.capturable@*object*}** | {object.capturable@enemy} | *1 if the specified object can be captured, 0 if not* |
| **{object.sellable@*object*}** | {object.sellable@enemy} | *1 if the specified object can be sold by the player, 0 if not* |
| **{object.minable@*object*}** | {object.minable@asteroid} | *1 if the specified asteroid can be mined, 0 if not* |
| **{object.communicates@*object*}** | {object.communicates@enemy} | *1 if the specified object will communicate with the player, 0 if not* |
| **{object.racelogic@*object*}** | {object.racelogic@enemy} | *1 if the specified object is following standard race logic, 0 if not* |
| **{object.hired@*object*}** | {object.hired@tl} | *1 if the specified object is hired by the player, 0 if not* |
| **{object.covered@*object*}** | {object.covered@enemy} | *1 if the specified object's race is covered (pirates only), 0 if not* |
| **{object.destination@*object*}** | {object.destination@tradeship} | *Internal id of the object or sector that is the destination of an object (ship or gate)* |
| **{object.destination.name@*object*}** | {object.destination.name@tradeship} | *Name of the object or sector that is the destination of an object (ship or gate)* |
| **{object.destinationdistance@*object*}** | {object.destinationdistance@tradeship} | *Distance from the specified ship to the object or sector that is its destination* |
| **{object.destinationdistance.m@*object*}** | {object.destinationdistance.m@tradeship} | *Distance from the specified ship to the object or sector that is its destination in metres* |
| **{object.destinationdistance.km@*object*}** | {object.destinationdistance.km@tradeship} | *Distance from the specified ship to the object or sector that is its destination in kilometres* |
| **{object.destinationjumps@*object*}** | {object.destinationjumps@tradeship} | *Number of jumps from the specified ship to the object or sector that is its destination* |
| **{object.destinationroute@*object*}** | {object.destinationroute@tradeship} | *Internal id of the next gate on the route from the specified ship to the object or sector that is its destination* |
| **{object.radialdistance@*object*}** | {object.radialdistance@tradeship} | *Distance from the specified ship to the center of its sector* |
| **{object.radialdistance.m@*object*}** | {object.radialdistance.m@tradeship} | *Distance from the specified ship to the center of its sector in metres* |
| **{object.radialdistance.km@*object*}** | {object.radialdistance.km@tradeship} | *Distance from the specified ship to the center of its sector in kilometres* |
| **{object.target@*object*}** | {object.target@tradeship} | *Internal id of the object that is the attack target of a ship* |
| **{object.target.name@*object*}** | {object.target.name@tradeship} | *Name of the object that is the attack target of a ship* |
| **{object.attacker@*object*}** | {object.attacker@tradeship} | *Internal id of the object that is the last attacker of a ship or station* |
| **{object.attacker.name@*object*}** | {object.attacker.name@tradeship} | *Name of the object that is the last attacker of a ship or station* |
| **{object.incomingmissile@*object*}** | {object.incomingmissile@tradeship} | *Internal id of the nearest incoming missile to a ship or station* |
| **{object.incomingmissile.name@*object*}** | {object.incomingmissile.name@tradeship} | *Name of the nearest incoming missile to a ship or station* |
| **{object.homebase@*object*}** | {object.homebase@tradeship} | *Internal id of the object that is the homebase of a ship* |
| **{object.homebase.name@*object*}** | {object.homebase.name@tradeship} | *Name of the object at that is the homebase of a ship* |
| **{object.pilot@*object*}** | {object.pilot@enemy} | *Name of the pilot of the specified object* |

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| **{object.pilot.name@*object*}** | {object.pilot.name@enemy} | *Name of the pilot of the specified object* |
| **{object.pilot.race@*object*}** | {object.pilot.race@enemy} | *Race id of the pilot of the specified object* |
| **{object.pilot.gender@*object*}** | {object.pilot.gender@enemy} | *Gender id of the pilot of the specified object* |
| **{object.pilot.race.name@*object*}** | {object.pilot.race.name@enemy} | *Race name of the pilot of the specified object* |
| **{object.pilot.voice@*object*}** | {object.pilot.voice@enemy} | *Voice id of the pilot of the specified object* |
| **{object.pilot.face@*object*}** | {object.pilot.face@enemy} | *Face id of the pilot of the specified object* |
| **{object.pilot.morale@*object*}** | {object.pilot.morale@enemy} | *Morale level of the pilot of the specified object* |
| **{object.pilot.aggression@*object*}** | {object.pilot.aggression@enemy} | *Aggression level of the pilot of the specified object* |
| **{object.pilot.fightskill@*object*}** | {object.pilot.fightskill@enemy} | *Fight skill level of the pilot of the specified object* |
| **{object.pilot.tradeskill@*object*}** | {object.pilot.tradeskill@enemy} | *Trade skill level of the pilot of the specified object* |
| **{object.pilot.image@*object*}** | {object.pilot.image@enemy} | *Thumbnail image filename for the pilot of the specified object* |
| **{object.formation@*object*}** | {object.formation@enemy} | *Formation id of the formation being followed by the specified object* |
| **{object.formation.name@*object*}** | {object.formation.name@enemy} | *Formation name of the formation being followed by the specified object* |
| **{object.wing@*object*}** | {object.wing@tradeship} | *Wing id of the wing of which the specified ship is a member* |
| **{object.wing.name@*object*}** | {object.wing.name@tradeship} | *Equivalent to {wing.name@ {object.wing@tradeship}}* |
| **{object.job@*object*}** | {object.job@enemy} | *Job id of the job being performed by the specified object* |
| **{object.job.name@*object*}** | {object.job.name@enemy} | *Job name of the job being performed by the specified object* |
| **{object.job.name.pageid@*object*}** | {object.job.name.pageid@enemy} | *Page id of the job name of the job being performed by the specified object* |
| **{object.job.name.textid@*object*}** | {object.job.name.textid@enemy} | *Text id of the job name of the job being performed by the specified object* |
| **{object.job.script@*object*}** | {object.job.script@enemy} | *Script used by job being performed by the specified object* |
| **{object.hull@*object*}** | {object.hull@enemy} | *Current hull level of the specified object (as a percentage)* |
| **{object.maxhull@*object*}** | {object.maxhull@enemy} | *Maximum hull level of the specified object (as an absolute value)* |
| **{object.shields@*object*}** | {object.shields@enemy} | *Current shield level of the specified object (as a percentage)* |
| **{object.maxshields@*object*}** | {object.maxshields@enemy} | *Maximum shield level of the specified object (as an absolute value)* |
| **{object.shieldcount@*object*}** | {object.shieldcount@enemy} | *Number of shields currently installed on the specified object* |
| **{object.maxshieldcount@*object*}** | {object.maxshieldcount@enemy} | *Maximum number of shields that can be installed on the specified object (same as current number for stations)* |
| **{object.maxshieldtype@*object*}** | {object.maxshieldtype@enemy} | *Ware type of maximum shield that can be installed on the specified object* |
| **{object.maxshieldtype.name@*object*}** | {object.maxshieldtype.name@enemy} | *Type name associated with ware type of maximum shield that can be installed on the specified object* |
| **{object.shieldrating@*object*}** | {object.shieldrating@enemy} | *Rating of current shields installed to maximum shields that can be installed on the specified object (as a percentage, ignores shield damage)* |
| **{object.strength@*object*}** | {object.strength@enemy} | *Overall strength rating of the specified object (sum of hull, shields and lasers)* |
| **{object.size@*object*}** | {object.size@enemy} | *Overall size of the specified object (will be approximate when not in player sector)* |
| **{object.size.m@*object*}** | {object.size.m@enemy} | *Overall size of the specified object in metres (will be approximate when not in player sector)* |
| **{object.size.km@*object*}** | {object.size.km@enemy} | *Overall size of the specified object in kilometres (will be approximate when not in player sector)* |
| **{object.cargoclass@*object*}** | {object.cargoclass@enemy} | *Maximum cargo class that can be carried by the specified object* |
| **{object.cargoclass.name@*object*}** | {object.cargoclass.name@enemy} | *Name of maximum cargo class that can be carried by the specified object* |
| **{object.cargoclass.description@*object*}** | {object.cargoclass.description@enemy} | *Description of maximum cargo class that can be carried by the specified object* |
| **{object.cargospace@*object*}** | {object.cargospace@enemy} | *Cargo space free on the specified object* |
| | | *Total cargo space on the specified* |

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| **{object.maxcargospace@*object*}** | {object.maxcargospace@enemy} | *object* |
| **{object.speed@*object*}** | {object.speed@enemy} | *Current speed of the specified object (max speed when not in current player sector)* |
| **{object.basespeed@*object*}** | {object.basespeed@enemy} | *Base maximum speed of the specified object without upgrades or hull damage* |
| **{object.maxspeed@*object*}** | {object.maxspeed@enemy} | *Current maximum speed of the specified object including upgrades and hull damage* |
| **{object.factoryscale@*object*}** | {object.factoryscale@factory} | *Scale factor of the specified factory object* |
| **{object.factoryscale.name@*object*}** | {object.factoryscale.name@factory} | *Name of scale factor of the specified factory object* |
| **{object.distance@*object*}** | {object.distance@enemy} | *Distance of the specified object from the player (even if in another sector)* |
| **{object.distance.m@*object*}** | {object.distance.m@enemy} | *Distance of the specified object from the player (even if in another sector) in metres* |
| **{object.distance.km@*object*}** | {object.distance.km@enemy} | *Distance of the specified object from the player (even if in another sector) in kilometres* |
| **{object.jumps@*object*}** | {object.jumps@enemy} | *Number of jumps the specified object is away from the player* |
| **{object.route@*object*}** | {object.route@targetobject} | *Internal id of the next gate on the player's route to the specified object* |
| **{object.route.name@*object*}** | {object.route.name@targetobject} | *Name of the next gate on the player's route to the specified object* |
| **{object.resource@*object*}** | {object.resource@asteroid} | *Ware type of resource of the specified asteroid or debris* |
| **{object.resource.name@*object*}** | {object.resource.name@asteroid} | *Type name associated with ware type of resource of the specified asteroid or debris* |
| **{object.yield@*object*}** | {object.yield@asteroid} | *Yield of the specified asteroid or debris* |
| **{object.scanned@*object*}** | {object.scanned@asteroid} | *1 if the specified asteroid or debris has been scanned, or a ship's cargo is visible, 0 if not* |
| **{object.gate@*object*}** | {object.gate@northgate} | *Gate id associated with the specified gate* |
| **{object.price@*object*}** | {object.price@tradeship} | *Default sale price of object (30% of actual value including equipment, plus minimum value of cargo)* |
| **{object.price.*race*@*object*}** | {object.price.argon@tradeship} | *Default sale price of object if sold to the specified race (depends on notoriety)* |
| **{object.price.dockobject@*object*}** | {object.price.dockobject@tradeship} | *Actual sale price of object at the station it's current docked at* |
| **{object.repairprice@*object*}** | {object.repairprice@tradeship} | *Default repair price of object (double hull damage percentage as percentage of ship value)* |
| **{object.repairprice.*race*@*object*}** | {object.repairprice.argon@tradeship} | *Default repair price of object if repaired by the specified race (depends on notoriety)* |
| **{object.repairprice.dockobject@*object*}** | {object.repairprice.dockobject@tradeship} | *Actual repair price of object at the station it's current docked at* |
| **{object.cargo.count@*object*}** | {object.cargo.count@tradeship} | *Number of different cargo types carried by the specified object* |
| **{object.cargo.select@*object*}** | {object.cargo.select@tradeship} | *A ready-made button list for selecting an item of cargo carried by the specified object* |
| **{object.cargo.random@*object*}** | {object.cargo.random@tradeship} | *Typecode of a random cargo type carried by the specified object* |
| **{object.cargo.value@*object*}** | {object.cargo.value@tradeship} | *Total average value of cargo carried by the specified object* |
| **{object.cargo.minvalue@*object*}** | {object.cargo.minvalue@tradeship} | *Total minimum value of cargo carried by the specified object* |
| **{object.cargo.maxvalue@*object*}** | {object.cargo.maxvalue@tradeship} | *Total maximum value of cargo carried by the specified object* |
| **{object.cargo.select@*object*}** | {object.cargo.select@tradeship} | *A ready-made button list for selecting an item of cargo carried by the specified object* |
| **{object.cargo.*num*@*object*}** | {object.cargo.1@tradeship} | *Typecode of the first cargo type carried by the specified object (order can change if cargo is added/removed)* |
| **{object.cargo.*num*.count@*object*}** | {object.cargo.1.count@tradeship} | *Number of units of the first cargo type carried by the specified object* |
| **{object.cargo.*num*.maxcount@*object*}** | {object.cargo.1.maxcount@tradeship} | *Maximum number of units of the first cargo type that could be carried by the specified object* |
| **{object.cargo.*num*.spacecount@*object*}** | {object.cargo.1.spacecount@tradeship} | *Remaining space for additional units of the first cargo type that could be carried by the specified object* |
| **{object.cargo.*num*.percent@*object*}** | {object.cargo.1.percent@tradeship} | *Units of the first cargo type carried by the specified object as a percentage of the maximum number.* |

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| **{object.cargo.***num***.name@***object***}** | {object.cargo.1.name@tradeship} | *Equivalent to {lookup.type.name@ {object.cargo.1@tradeship}}* |
| **{object.cargo.***num***.cargoclass@***object***}** | {object.cargo.1.cargoclass@tradeship} | *Equivalent to {lookup.type.cargoclass@ {object.cargo.1@tradeship}}* |
| **{object.cargo.***num***.cargospace@***object***}** | {object.cargo.1.cargospace@tradeship} | *Equivalent to {lookup.type.cargospace@ {object.cargo.1@tradeship}}* |
| **{object.cargo.***num***.price@***object***}** | {object.cargo.1.price@tradeship} | *Equivalent to {lookup.type.price@ {object.cargo.1@tradeship}}* |
| **{object.cargo.***num***.minprice@***object***}** | {object.cargo.1.minprice@tradeship} | *Equivalent to {lookup.type.minprice@ {object.cargo.1@tradeship}}* |
| **{object.cargo.***num***.maxprice@***object***}** | {object.cargo.1.maxprice@tradeship} | *Equivalent to {lookup.type.maxprice@ {object.cargo.1@tradeship}}* |
| **{object.cargo.***num***.value@***object***}** | {object.cargo.1.value@tradeship} | *Equivalent to {object.cargo.1.price@tradeship}* {object.cargo.1.count@tradeship}* |
| **{object.cargo.***num***.minvalue@***object***}** | {object.cargo.1.minvalue@tradeship} | *Equivalent to {object.cargo.1.minprice@tradeship}* {object.cargo.1.count@tradeship}* |
| **{object.cargo.***num***.maxvalue@***object***}** | {object.cargo.1.maxvalue@tradeship} | *Equivalent to {object.cargo.1.maxprice@tradeship} *{object.cargo.1.count@tradeship}* |
| **{object.cargo.***num***.minnotoriety@***object***}** | {object.cargo.1.minnotoriety@tradeship} | *Equivalent to {lookup.type.minnotoriety@ {object.cargo.1@tradeship}}* |
| **{object.cargo.***num***.illegal.***race***@***object***}** | {object.cargo.1.illegal.argon@tradeship} | *Equivalent to {lookup.type.illegal.argon@ {object.cargo.1@tradeship}}* |
| **{object.cargo.***type***.exists@***object***}** | {object.cargo.SS_WARE_ENERGY.exists@tradeship} | *1 if the specified cargo type exists, 0 if not* |
| **{object.cargo.***type***.count@***object***}** | {object.cargo.SS_WARE_ENERGY.count@tradeship} | *Number of units of the specified cargo type carried by the specified object (other variables as for numbered cargo)* |
| **{object.equipment.count@***object***}** | {object.equipment.count@tradeship} | *Number of different equipment types carried by the specified object (other variables as for cargo)* |
| **{object.equipment.***type***.maxcount@***object***}** | {object.equipment.count@tradeship} | *Amount of equipment which can be added to the specified object (such as engine tunings)* |
| **{object.products.count@***object***}** | {object.products.count@factory} | *Number of different products produced by the specified object* |
| **{object.products.select@***object***}** | {object.products.select@factory} | *A ready-made button list for selecting a product produced by the specified object* |
| **{object.products.random@***object***}** | {object.products.random@factory} | *Typecode of a random product produced by the specified object* |
| **{object.products.value@***object***}** | {object.products.value@tradeship} | *Total average value of products stored by the specified object* |
| **{object.products.minvalue@***object***}** | {object.products.minvalue@tradeship} | *Total minimum value of products stored by the specified object* |
| **{object.products.maxvalue@***object***}** | {object.products.maxvalue@tradeship} | *Total maximum value of products stored by the specified object* |
| **{object.products.***num***@***object***}** | {object.products.1@factory} | *Typecode of the first product produced by the specified object (order can change if products are added/removed)* |
| **{object.products.***num***.count@***object***}** | {object.products.1.count@factory} | *Number of units of the first product currently stored by the specified object* |
| **{object.products.***num***.maxcount@***object***}** | {object.products.1.maxcount@factory} | *Maximum number of units of the first product that can be stored by the specified object* |
| **{object.products.***num***.spacecount@***object***}** | {object.products.1.spacecount@factory} | *Remaining space for additional units of the first product that can be stored by the specified object* |
| **{object.products.***num***.name@***object***}** | {object.products.1.name@factory} | *Equivalent to {lookup.type.name@ {object.products.1@factory}}* |
| **{object.products.***num***.cargoclass@***object***}** | {object.products.1.cargoclass@factory} | *Equivalent to {lookup.type.cargoclass@ {object.products.1@factory}}* |
| **{object.products.***num***.cargospace@***object***}** | {object.products.1.cargospace@factory} | *Equivalent to {lookup.type.cargospace@ {object.products.1@factory}}* |
| **{object.products.***num***.price@***object***}** | {object.products.1.price@factory} | *Current price of the first product at the specified object* |
| **{object.products.***num***.minprice@***object***}** | {object.products.1.minprice@factory} | *Equivalent to {lookup.type.minprice@ {object.products.1@factory}}* |
| **{object.products.***num***.maxprice@***object***}** | {object.products.1.maxprice@factory} | *Equivalent to {lookup.type.maxprice@ {object.products.1@factory}}* |
| **{object.products.***num***.image@***object***}** | {object.products.1.image@factory} | *Equivalent to {lookup.type.image@ {object.products.1@factory}}* |
| **{object.products.***num***.value@***object***}** | {object.products.1.value@factory} | *Equivalent to {object.products.1.price@factory}* {object.products.1.count@factory}* |
| | | *Equivalent to* |

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| **{object.products.*num*.minvalue@*object*}** | {object.products.1.minvalue@factory} | *{object.products.1.minprice@factory} *{object.products.1.count@factory}* |
| **{object.products.*num*.maxvalue@*object*}** | {object.products.1.maxvalue@factory} | *Equivalent to {object.products.1.maxprice@factory} *{object.products.1.count@factory}* |
| **{object.products.*num*.minnotoriety@*object*}** | {object.products.1.minnotoriety@factory} | *Equivalent to {lookup.type.minnotoriety@ {object.products.1@factory}}* |
| **{object.products.*num*.illegal.*race*@*object*}** | {object.products.1.illegal.argon@factory} | *Equivalent to {lookup.type.illegal.argon@ {object.products.1@factory}}* |
| **{object.products.*type*.exists@*object*}** | {object.products.SS_WARE_ENERGY.exists@factory} | *1 if the specified product type exists, 0 if not* |
| **{object.products.*type*.count@*object*}** | {object.products.SS_WARE_ENERGY.count@factory} | *Number of units of the specified product currently stored by the specified object (other variables as for numbered products)* |
| **{object.resources.count@*object*}** | {object.resources.count@factory} | *Number of different primary resources used by the specified object (other variables as for products)* |
| **{object.secondaryresources.count@*object*}** | {object.secondaryresources.count@factory} | *Number of different secondary resources used by the specified object (other variables as for products)* |
| **{object.tradables.count@*object*}** | {object.tradables.count@dock} | *Number of different tradable wares listed on the specified object. Docks only. (other variables as for products)* |
| **{object.dockedships.maxcount@*object*}** | {object.dockedships.maxcount@station} | *Maximum number of ships that can dock at the specified object* |
| **{object.dockedships.spacecount@*object*}** | {object.dockedships.spacecount@station} | *Remaining space for additional ships that can dock at the specified object* |
| **{object.dockedships.count@*object*}** | {object.dockedships.count@station} | *Number of ships docked at the specified object* |
| **{object.dockedships.select@*object*}** | {object.dockedships.select@station} | *A ready-made button list for selecting a ship docked at the specified object* |
| **{object.dockedships.random@*object*}** | {object.dockedships.random@station} | *Internal id of a random ship docked at the specified object* |
| **{object.dockedships.random.name@*object*}** | {object.dockedships.random.name@station} | *Name of a random ship docked at the specified object* |
| **{object.dockedships.*num*@*object*}** | {object.dockedships.1@station} | *Internal id of the first ship docked the specified object (order can change if ships dock/undock)* |
| **{object.dockedships.*num*.name@*object*}** | {object.dockedships.1.name@station} | *Name of the first ship docked at the specified object (order can change if ships dock/undock)* |
| **{object.ownedships.count@*object*}** | {object.ownedships.count@station} | *Number of ships owned by the specified object* |
| **{object.ownedships.select@*object*}** | {object.ownedships.select@station} | *A ready-made button list for selecting a ship owned by the specified object* |
| **{object.ownedships.random@*object*}** | {object.ownedships.random@station} | *Internal id of a random ship owned by the specified object* |
| **{object.ownedships.random.name@*object*}** | {object.ownedships.random.name@station} | *Name of a random ship owned by the specified object* |
| **{object.ownedships.*num*@*object*}** | {object.ownedships.1@station} | *Internal id of the first ship owned by the specified object (order can change if ships are added/removed)* |
| **{object.ownedships.*num*.name@*object*}** | {object.ownedships.1.name@station} | *Name of the first ship owned by the specified object (order can change if ships are added/removed)* |
| **{object.connectedstations.count@*object*}** | {object.connectedstations.count@station} | *Number of stations connected to the specified complex hub* |
| **{object.connectedstations.select@*object*}** | {object.connectedstations.select@station} | *A ready-made button list for selecting a station connected to the specified complex hub* |
| **{object.connectedstations.random@*object*}** | {object.connectedstations.random@station} | *Internal id of a random station connected to the specified complex hub* |
| **{object.connectedstations.random.name@*object*}** | {object.connectedstations.random.name@station} | *Name of a random station connected to the specified complex hub* |
| **{object.connectedstations.*num*@*object*}** | {object.connectedstations.1@station} | *Internal id of the first station connected to the specified complex hub (order can change if stations are added/removed)* |
| **{object.connectedstations.*num*.name@*object*}** | {object.connectedstations.1.name@station} | *Name of the first station connected to the specified complex hub (order can change if stations are added/removed)* |
| **{object.marines.maxcount@*object*}** | {object.marines.maxcount@enemy} | *Maximum number of marines that can be carried on the specified object* |
| **{object.marines.spacecount@*object*}** | {object.marines.spacecount@enemy} | *Remaining space for additional marines that can be carried on the specified object* |
| **{object.marines.count@*object*}** | {object.marines.count@enemy} | *Number of marines carried on the specified object* |
| **{object.marines.select@*object*}** | {object.marines.select@enemy} | *A ready-made button list for selecting a marine carried on the specified object* |
| | | *Internal id of a random marine carried* |

| | | |
|---|---|---|
| **{object.marines.random@*object*}** | {object.marines.random@enemy} | *on the specified object* |
| **{object.marines.random.name@*object*}** | {object.marines.random.name@enemy} | *Name of a random marine carried on the specified object* |
| **{object.marines.*num*@*object*}** | {object.marines.1@enemy} | *Internal id of the first marine carried on the specified object (order can change when marines or passengers ejected or collected)* |
| **{object.marines.*num*.name@*object*}** | {object.marines.1.name@enemy} | *Name of the first marine carried on the specified object (order can change when marines or passengers ejected or collected)* |
| **{object.marines.*num*.price@*object*}** | {object.marines.1.randomprice@enemy} | *The set price for the first marine carried on the specified object* |
| **{object.marines.*num*.randomprice@*object*}** | {object.marines.1.randomprice@enemy} | *A random price suitable for the first marine carried on the specified object* |
| **{object.marines.*num*.skill.fight@*object*}** | {object.marines.1.skill.fight@enemy} | *Fighting skill level for the first marine carried on the specified object* |
| **{object.marines.*num*.skill.hack@*object*}** | {object.marines.1.skill.hack@enemy} | *Hacking skill level for the first marine carried on the specified object* |
| **{object.marines.*num*.skill.engineer@*object*}** | {object.marines.1.skill.engineer@enemy} | *Engineering skill level for the first marine carried on the specified object* |
| **{object.marines.*num*.skill.mechanic@*object*}** | {object.marines.1.skill.mechanic@enemy} | *Mechanical skill level for the first marine carried on the specified object* |
| **{object.passengers.count@*object*}** | {object.passengers.count@enemy} | *Number of passengers carried on the specified object* |
| **{object.passengers.select@*object*}** | {object.passengers.select@enemy} | *A ready-made button list for selecting a passenger carried on the specified object* |
| **{object.passengers.random@*object*}** | {object.passengers.random@enemy} | *Internal id of a random passenger carried on the specified object* |
| **{object.passengers.random.name@*object*}** | {object.passengers.random.name@enemy} | *Name of a random passenger carried on the specified object* |
| **{object.passengers.*num*@*object*}** | {object.passengers.1@enemy} | *Internal id of the first passenger carried on the specified object (order can change when marines or passengers ejected or collected)* |
| **{object.passengers.*num*.name@*object*}** | {object.passengers.1.name@enemy} | *Name of the first passenger carried on the specified object (order can change when marines or passengers ejected or collected)* |

group - *Variables relating to groups of named objects*

| | | |
|---|---|---|
| **{group.object.count@*group*}** | {group.object.count@enemyfleet} | *Number of objects in the specified group* |
| **{group.object.select@*group*}** | {group.object.select@enemyfleet} | *A ready-made button list for selecting an object from a group* |
| **{group.object.random@*group*}** | {group.object.random@enemyfleet} | *Internal id of a random member of the specified group* |
| **{group.object.1@*group*}** | {group.object.1@enemyfleet} | *Internal id of the first member of the specified group (order can change if members are added/removed)* |
| **{group.leader@*group*}** | {group.leader@enemyfleet} | *Internal id of the leader of the specified group* |
| **{group.leader.name@*group*}** | {group.leader.name@enemyfleet} | *Name of the leader of the specified group* |
| **{group.leader.code@*group*}** | {group.leader.code@enemyfleet} | *ID code of the leader of the specified group* |
| **{group.leader.class@*group*}** | {group.leader.class@enemyfleet} | *Class id of the leader of the specified group* |
| **{group.leader.class.name@*group*}** | {group.leader.class.name@enemyfleet} | *Class name of the leader of the specified group* |
| **{group.leader.isclass.*class*@*group*}** | {group.leader.isclass.ship@enemyfleet} | *1 if the leader of the specified group is of the specified class or a derived class, 0 if not* |
| **{group.leader.type@*group*}** | {group.leader.type@enemyfleet} | *Typecode of the leader of the specified group* |
| **{group.leader.type.name@*group*}** | {group.leader.type.name@enemyfleet} | *Type name of the leader of the specified group* |
| **{group.leader.race@*group*}** | {group.leader.race@enemyfleet} | *Race id of the owner of the leader of the specified group* |
| **{group.leader.race.name@*group*}** | {group.leader.race.name@enemyfleet} | *Race name of the owner of the leader of the specified group* |
| **{group.leader.maker@*group*}** | {group.leader.maker@enemyfleet} | *Race id of the maker of the leader of the specified group* |
| **{group.leader.maker.name@*group*}** | {group.leader.maker.name@enemyfleet} | *Race name of the maker of the leader of the specified group* |
| **{group.leader.pilot@*group*}** | {group.leader.pilot@enemyfleet} | *Name of the pilot of the leader of the specified group* |
| **{group.fastest@*group*}** | {group.fastest@enemyfleet} | *Internal id of the fastest object in the specified group* |
| **{group.fastest.name@*group*}** | {group.fastest.name@enemyfleet} | *Name of the fastest object in the specified group* |
| **{group.slowest@*group*}** | {group.slowest@enemyfleet} | *Internal id of the slowest object in the specified group* |
| **{group.slowest.name@*group*}** | {group.slowest.name@enemyfleet} | *Name of the slowest object in the specified group* |
| **{group.strongest@*group*}** | {group.strongest@enemyfleet} | *Internal id of the strongest object in the specified group* |
| **{group.strongest.name@*group*}** | {group.strongest.name@enemyfleet} | *Name of the strongest object in the specified group* |
| **{group.weakest@*group*}** | {group.weakest@enemyfleet} | *Internal id of the weakest object in the specified group* |
| **{group.weakest.name@*group*}** | {group.weakest.name@enemyfleet} | *Name of the weakest object in the specified group* |
| **{group.furthest@*group*}** | {group.furthest@enemyfleet} | *Internal id of the furthest object in the specified group from the player* |
| **{group.furthest.name@*group*}** | {group.furthest.name@enemyfleet} | *Name of the furthest object in the specified group from the player* |
| **{group.nearest@*group*}** | {group.nearest@enemyfleet} | *Internal id of the nearest object in the specified group to the player* |
| **{group.nearest.name@*group*}** | {group.nearest.name@enemyfleet} | *Name of the nearest object in the specified group to the player* |
| **{group.largest@*group*}** | {group.largest@enemyfleet} | *Internal id of the largest object in the specified group from the player* |
| **{group.largest.name@*group*}** | {group.largest.name@enemyfleet} | *Name of the largest object in the specified group from the player* |
| | | *Internal id of the smallest object in the specified group to the* |

| | | |
|---|---|---|
| **{group.smallest@*group*}** | {group.smallest@enemyfleet} | *player* |
| **{group.smallest.name@*group*}** | {group.smallest.name@enemyfleet} | *Name of the smallest object in the specified group to the player* |
| **{group.distance@*group*}** | {group.distance@enemyfleet} | *Maximum distance between any two objects in the specified group* |
| **{group.distance.m@*group*}** | {group.distance.m@enemyfleet} | *Maximum distance between any two objects in the specified group in metres* |
| **{group.distance.km@*group*}** | {group.distance.km@enemyfleet} | *Maximum distance between any two objects in the specified group in kilometres* |
| **{group.jumps@*group*}** | {group.jumps@enemyfleet} | *Maximum number of jumps between any two objects in the specified group* |

actor - *Variables relating to named actors*

| | | |
|---|---|---|
| **{actor@*actor*}** | {actor@bandanna} | *Internal id of the specified actor* |
| **{actor.exists@*actor*}** | {actor.exists@bandanna} | *1 if the specified actor exists, 0 if not* |
| **{actor.name@*actor*}** | {actor.name@bandanna} | *Name of the specified actor* |
| **{actor.race@*actor*}** | {actor.race@bandanna} | *Race id of the specified actor* |
| **{actor.race.name@*actor*}** | {actor.race.name@bandanna} | *Race name of the specified actor* |
| **{actor.gender@*actor*}** | {actor.gender@bandanna} | *Gender id of the specified actor* |
| **{actor.voice@*actor*}** | {actor.voice@bandanna} | *Voice id of the specified actor* |
| **{actor.face@*actor*}** | {actor.face@bandanna} | *Face id of the specified actor* |
| **{actor.morale@*actor*}** | {actor.morale@bandanna} | *Morale level of the pilot of the specified object* |
| **{actor.aggression@*actor*}** | {actor.aggression@bandanna} | *Aggression level of the pilot of the specified object* |
| **{actor.fightskill@*actor*}** | {actor.fightskill@bandanna} | *Fight skill level of the pilot of the specified object* |
| **{actor.tradeskill@*actor*}** | {actor.tradeskill@bandanna} | *Trade skill level of the pilot of the specified object* |
| **{actor.invincible@*actor*}** | {actor.invincible@bandanna} | *1 if the specified actor is invincible, 0 if not* |
| **{actor.image@*actor*}** | {actor.image@bandanna} | *Thumbnail image filename for the specified actor* |
| **{actor.price@*actor*}** | {actor.price@bandanna} | *The set price of the specified actor if they are a marine* |
| **{actor.randomprice@*actor*}** | {actor.randomprice@bandanna} | *Random price suitable for the specified actor if they are a marine* |
| **{actor.ship@*actor*}** | {actor.ship@bandanna} | *Internal id of the ship containing the specified actor* |
| **{actor.ship.name@*actor*}** | {actor.ship.name@bandanna} | *Name of the ship containing the specified actor* |
| **{actor.ship.code@*actor*}** | {actor.ship.code@bandanna} | *ID code of the ship containing the specified actor* |
| **{actor.ship.class@*actor*}** | {actor.ship.class@bandanna} | *Class id of the ship containing the specified actor* |
| **{actor.ship.class.name@*actor*}** | {actor.ship.class.name@bandanna} | *Class name of the ship containing the specified actor* |
| **{actor.ship.isclass.*class*@*actor*}** | {actor.ship.isclass.ship@bandanna} | *1 if the ship containing the specified actor is of the specified class or a derived class, 0 if not* |
| **{actor.ship.type@*actor*}** | {actor.ship.type@bandanna} | *Typecode of the ship containing the specified actor* |
| **{actor.ship.type.name@*actor*}** | {actor.ship.type.name@bandanna} | *Type name of the ship containing the specified actor* |
| **{actor.ship.race@*actor*}** | {actor.ship.race@bandanna} | *Race id of the owner of the ship containing the specified actor* |
| **{actor.ship.race.name@*actor*}** | {actor.ship.race.name@bandanna} | *Race name of the owner of the ship containing the specified actor* |
| **{actor.ship.maker@*actor*}** | {actor.ship.maker@bandanna} | *Race id of the maker of the ship containing the specified actor* |
| **{actor.ship.maker.name@*actor*}** | {actor.ship.maker.name@bandanna} | *Race name of the maker of the ship containing the specified actor* |
| **{actor.station@*actor*}** | {actor.station@bandanna} | *Internal id of the station containing the specified actor (equivalent to actor.ship, provided for clarity)* |
| **{actor.sector@*actor*}** | {actor.station@bandanna} | *Internal id of the sector in which the specified actor is located* |
| **{actor.sector.name@*actor*}** | {actor.sector.name@bandanna} | *Name of the sector in which the specified actor is located* |
| **{actor.sector.race@*actor*}** | {actor.sector.race@bandanna} | *Race id of the owner of the sector in which the specified actor is located* |
| **{actor.sector.race.name@*actor*}** | {actor.sector.race.name@bandanna} | *Race name of the owner of the sector in which the specified actor is located* |
| **{actor.sector.x@*actor*}** | {actor.sector.x@bandanna} | *X coordinate of the sector in which the specified actor is located* |
| **{actor.sector.y@*actor*}** | {actor.sector.y@bandanna} | *Y coordinate of the sector in which the specified actor is located* |
| **{actor.sector.quota.*discipline*@*actor*}** | {actor.sector.quota.TXXX@bandanna} | *1 another mission slot is available for the specified type of mission in the actor's sector, 0 if not* |
| **{actor.sector.image@*actor*}** | {actor.sector.image@bandanna} | *Thumbnail image filename for the sector in which the specified actor is located* |
| **{actor.skill@*actor*}** | {actor.skill@bandanna} | *Overall marine skill level for the specified actor* |
| **{actor.skill.fight@*actor*}** | {actor.skill.fight@bandanna} | *Marine fighting skill level for the specified actor* |
| **{actor.skill.hack@*actor*}** | {actor.skill.hack@bandanna} | *Marine hacking skill level for the specified actor* |
| **{actor.skill.engineer@*actor*}** | {actor.skill.engineering@bandanna} | *Marine engineering skill level for the specified actor* |
| **{actor.skill.mechanic@*actor*}** | {actor.skill.mechanic@bandanna} | *Marine mechanical skill level for the specified actor* |

player - *Variables relating to the player*

| | | |
|---|---|---|
| **{player.name}** | {player.name} | *Name of the player* |
| **{player.age}** | {player.age} | *Seconds elapsed since the start of the game* |
| **{player.age.m}** | {player.age.m} | *Minutes elapsed since the start of the game* |
| **{player.age.h}** | {player.age.h} | *Hours elapsed since the start of the game* |
| **{player.age.d}** | {player.age.d} | *Days elapsed since the start of the game* |
| **{player.money}** | {player.money} | *Money in the player's main account* |
| **{player.money.formatted}** | {player.money.formatted} | *Money in the player's main account, formatted using digit separators* |

| | | |
|---|---|---|
| **{player.fightrank}** | {player.fightrank} | *Fight rank of the player* |
| **{player.fightrank.rank}** | {player.fightrank.rank} | *Fight rank number of the player* |
| **{player.fightrank.percent}** | {player.fightrank.percent} | *Fight rank percentage within rank number of the player* |
| **{player.fightrank.name}** | {player.fightrank.name} | *Fight rank name of the player* |
| **{player.traderank}** | {player.traderank} | *Trade rank of the player* |
| **{player.traderank.rank}** | {player.traderank.rank} | *Trade rank number of the player* |
| **{player.traderank.percent}** | {player.traderank.percent} | *Trade rank percentage within rank number of the player* |
| **{player.traderank.name}** | {player.traderank.name} | *Trade rank name of the player* |
| **{player.fightrank}** | {player.fightrank} | *Fight rank of the player* |
| **{player.fightrank.rank}** | {player.fightrank.rank} | *Fight rank number of the player* |
| **{player.fightrank.percent}** | {player.fightrank.percent} | *Fight rank percentage within rank number of the player* |
| **{player.fightrank.name}** | {player.fightrank.name} | *Fight rank name of the player* |
| **{player.missionrank.*rank*}** | {player.missionrank.myfaction} | *Mission rank of the player for the specified mission rank set (e.g. faction)* |
| **{player.missionrank.*rank*.rank}** | {player.missionrank.myfaction.rank} | *Mission rank number of the player for the specified mission rank set (e.g. faction)* |
| **{player.missionrank.*rank*.percent}** | {player.missionrank.myfaction.percent} | *Mission rank percentage within rank number of the player for the specified mission rank set (e.g. faction)* |
| **{player.missionrank.*rank*.name}** | {player.missionrank.myfaction.name} | *Mission rank name of the player for the specified mission rank set (e.g. faction)* |
| **{player.gamestart}** | {player.gamestart} | *Game start id* |
| **{player.gamestart.name}** | {player.gamestart.name} | *Game start name* |
| **{player.gamestart.description}** | {player.gamestart.description} | *Game start description* |
| **{player.gamestart.difficulty}** | {player.gamestart.difficulty} | *Game start difficulty* |
| **{player.gamestart.plot}** | {player.gamestart.plot} | *1 if the game start includes the plot, 0 if not* |
| **{player.gamestart.map}** | {player.gamestart.map} | *Game start map* |
| **{player.gamestart.image}** | {player.gamestart.image} | *Thumbnail image filename for current game start* |
| **{player.statistic.favouriteship}** | {player.statistic.favouriteship} | *Typecode of the player's favourite ship* |
| **{player.statistic.favouriteship.name}** | {player.statistic.favouriteship.name} | *Type name of the player's favourite ship* |
| **{player.statistic.lasershots}** | {player.statistic.lasershots} | *Number of laser shots fired by player* |
| **{player.statistic.missileshots}** | {player.statistic.missileshots} | *Number of missile shots fired by player* |
| **{player.statistic.laserhits}** | {player.statistic.laserhits} | *Number of laser shots fired by player which hit a target* |
| **{player.statistic.laserhits.percent}** | {player.statistic.laserhits.percent} | *Percentage of laser shots fired by player which hit a target* |
| **{player.statistic.missilehits}** | {player.statistic.missilehits} | *Number of missile shots fired by player which hit a target* |
| **{player.statistic.missilehits.percent}** | {player.statistic.missilehits.percent} | *Percentage of missile shots fired by player which hit a target* |
| **{player.statistic.distance}** | {player.statistic.distance} | *Distance flown by player in km* |
| **{player.statistic.destroyed.count}** | {player.statistic.destroyed.count} | *Number of different object types destroyed by player* |
| **{player.statistic.destroyed.*num*}** | {player.statistic.destroyed.1} | *Typecode of the first type of object destroyed by player* |
| **{player.statistic.destroyed.*num*.name}** | {player.statistic.destroyed.1.name} | *Type name of the first type of object destroyed by player* |
| **{player.statistic.destroyed.*num*.count}** | {player.statistic.destroyed.1.count} | *Number of objects of the first type of object destroyed by player* |
| **{player.statistic.destroyed.*type*.count}** | {player.statistic.destroyed.SS_SH_A_M3} | *Number of objects of the specified type destroyed by player* |
| **{player.statistic.*stat*}** | {player.statistic.5030} | *Statistic value for the specified numbered statistic* |
| **{player.statistic.*stat*.formatted}** | {player.statistic.5030.formatted} | *Statistic value for the specified numbered statistic, formatted using digit separators* |
| **{player.statistic.*stat*.title}** | {player.statistic.5030.title} | *Statistic title for the specified numbered statistic* |
| **{player.menu}** | {player.menu} | *Class id of currently open menu* |
| **{player.menu.exists}** | {player.menu.exists} | *1 if player currently has a menu open, 0 if not* |
| **{player.menu.*menu*}** | {player.menu.dialog} | *1 if player currently has the specified menu open, 0 if not* |
| **{player.licence.*race*}** | {player.licence.argon} | *1 if player has a police licence for the specified race, 0 if not* |
| **{player.notoriety.*race*}** | {player.notoriety.argon} | *Notoriety of the player with the specified race* |

| | | |
|---|---|---|
| **{player.notoriety.*race*.rank}** | {player.notoriety.argon.rank} | *Notoriety rank number of the player with the specified race* |
| **{player.notoriety.*race*.percent}** | {player.notoriety.argon.percent} | *Notoriety percentage within rank number of the player with the specified race* |
| **{player.notoriety.*race*.name}** | {player.notoriety.argon.name} | *Notoriety rank name of the player with the specified race* |
| **{player.ship}** | {player.ship} | *Internal id of the player ship* |
| **{player.ship.name}** | {player.ship.name} | *Name of the player ship* |
| **{player.ship.code}** | {player.ship.code} | *ID code of the player ship* |
| **{player.ship.class}** | {player.ship.class} | *Class id of the player ship* |
| **{player.ship.class.name}** | {player.ship.class.name} | *Class name of the player ship* |
| **{player.ship.isclass.*class*}** | {player.ship.isclass.ship} | *1 if the player ship is of the specified class or a derived class, 0 if not* |
| **{player.ship.type}** | {player.ship.type} | *Typecode of the player ship* |
| **{player.ship.type.name}** | {player.ship.type.name} | *Type name of the player ship* |
| **{player.ship.maker}** | {player.ship.maker} | *Race id of the maker of the player ship* |
| **{player.ship.maker.name}** | {player.ship.maker.name} | *Race name of the maker of the player ship* |
| **{player.ship.hull}** | {player.ship.hull} | *Current hull level of player ship* |
| **{player.ship.shields}** | {player.ship.shields} | *Current shield level of player ship* |
| **{player.ship.cargoclass}** | {player.ship.cargoclass} | *Maximum cargo class that can be carried by the player ship* |
| **{player.ship.cargospace}** | {player.ship.cargospace} | *Cargo space free on the player ship* |
| **{player.ship.maxcargospace}** | {player.ship.maxcargospace} | *Total cargo space on the player ship* |
| **{player.ship.speed}** | {player.ship.speed} | *Current speed of the player ship* |
| **{player.ship.basespeed}** | {player.ship.basespeed} | *Base maximum speed of the player ship without upgrades or hull damage* |
| **{player.ship.maxspeed}** | {player.ship.maxspeed} | *Current maximum speed of the player ship including upgrades and hull damage* |
| **{player.position.x}** | {player.position.x} | *X coordinate of the player's current position* |
| **{player.position.x.m}** | {player.position.x.m} | *X coordinate of the player's current position in metres* |
| **{player.position.x.km}** | {player.position.x.km} | *X coordinate of the player's current position in kilometres* |
| **{player.position.y}** | {player.position.y} | *Y coordinate of the player's current position* |
| **{player.position.y.m}** | {player.position.y.m} | *Y coordinate of the player's current position in metres* |
| **{player.position.y.km}** | {player.position.y.km} | *Y coordinate of the player's current position in kilometres* |
| **{player.position.z}** | {player.position.z} | *Z coordinate of the player's current position* |
| **{player.position.z.m}** | {player.position.z.m} | *Z coordinate of the player's current position in metres* |
| **{player.position.z.km}** | {player.position.z.km} | *Z coordinate of the player's current position in kilometres* |
| **{player.rotation.alpha}** | {player.rotation.alpha} | *Alpha rotation of the player* |
| **{player.rotation.alpha.deg}** | {player.rotation.alpha.deg} | *Alpha rotation of the player in degrees* |
| **{player.rotation.beta}** | {player.rotation.beta} | *Beta rotation of the player* |
| **{player.rotation.beta.deg}** | {player.rotation.beta.deg} | *Beta rotation of the player in degrees* |
| **{player.rotation.gamma}** | {player.rotation.gamma} | *Gamma rotation of the player* |
| **{player.rotation.gamma.deg}** | {player.rotation.gamma.deg} | *Gamma rotation of the player in degrees* |
| **{player.sector}** | {player.sector} | *Internal id of the player's current sector* |
| **{player.sector.name}** | {player.sector.name} | *Name of the player's current sector* |
| **{player.sector.race}** | {player.sector.race} | *Race id of the owner of the player's current sector* |
| **{player.sector.race.name}** | {player.sector.race.name} | *Race name of the owner of the player's current sector* |
| **{player.sector.x}** | {player.sector.x} | *X coordinate of the player's current sector* |
| **{player.sector.y}** | {player.sector.y} | *Y coordinate of the player's current sector* |
| **{player.sector.quota.*discipline*}** | {player.sector.quota.TXXX} | *1 another mission slot is available for the specified type of mission in the player sector, 0 if not* |
| **{player.sector.image}** | {player.sector.image} | *Thumbnail image filename for the player's current sector* |
| **{player.dockobject}** | {player.dockobject} | *Internal id of the object at which the player is docked* |

| | | |
|---|---|---|
| **{player.dockobject.name}** | {player.dockobject.name} | *Name of the object at which the player is docked* |
| **{player.dockobject.code}** | {player.dockobject.code} | *ID code of the object at which the player is docked* |
| **{player.dockobject.class}** | {player.dockobject.class} | *Class id of the object at which the player is docked* |
| **{player.dockobject.class.name}** | {player.dockobject.class.name} | *Class name of the object at which the player is docked* |
| **{player.dockobject.isclass.*class*}** | {player.dockobject.isclass.ship} | *1 if the object at which the player is docked is of the specified class or a derived class, 0 if not* |
| **{player.dockobject.type}** | {player.dockobject.type} | *Typecode of the object at which the player is docked* |
| **{player.dockobject.type.name}** | {player.dockobject.type.name} | *Type name of the object at which the player is docked* |
| **{player.dockobject.race}** | {player.dockobject.race} | *Race id of the owner of the object at which the player is docked* |
| **{player.dockobject.race.name}** | {player.dockobject.race.name} | *Race name of the owner of the object at which the player is docked* |
| **{player.dockobject.maker}** | {player.dockobject.maker} | *Race id of the maker of the object at which the player is docked* |
| **{player.dockobject.maker.name}** | {player.dockobject.maker.name} | *Race name of the maker of the object at which the player is docked* |
| **{player.headquarters}** | {player.headquarters} | *Internal id of the player's headquarters (0 if they do not have one)* |
| **{player.headquarters.name}** | {player.headquarters.name} | *Name of the player's headquarters (other variables as for objects)* |
| **{player.headquarters.maxupgrades}** | {player.headquarters.maxupgrades} | *Maximum number of upgrades for the player's headquarters* |
| **{player.headquarters.upgrades}** | {player.headquarters.upgrades} | *Current number of upgrades for the player's headquarters* |
| **{player.headquarters.blueprints.count}** | {player.headquarters.blueprints.count} | *Current number of blueprints at the player's headquarters* |
| **{player.headquarters.blueprints.random}** | {player.headquarters.blueprints.random} | *The typename of a random blueprint at the player's headquarters* |
| **{player.headquarters.blueprints.*num*}** | {player.headquarters.blueprints.1} | *The typename of the first blueprint at the player's headquarters* |
| **{player.headquarters.blueprints.*num*.name}** | {player.headquarters.blueprints.1.name} | *The name of the first blueprint at the player's headquarters* |
| **{player.headquarters.blueprints.*num*.class}** | {player.headquarters.blueprints.1.class} | *The class of the first blueprint at the player's headquarters* |
| **{player.headquarters.blueprints.*num*.class.isclass}** | {player.headquarters.blueprints.1.class.isclass.m4} | *1 if the first blueprint at the player's headquarters is of the specified class or a derived class, 0 if not* |
| **{player.target}** | {player.target} | *Internal id of the player's current target* |
| **{player.target.name}** | {player.target.name} | *Name of the player's current target* |
| **{player.target.code}** | {player.target.code} | *ID code of the player's current target* |
| **{player.target.class}** | {player.target.class} | *Class id of the player's current target* |
| **{player.target.class.name}** | {player.target.class.name} | *Class name of the player's current target* |
| **{player.target.isclass.*class*}** | {player.target.isclass.ship} | *1 if the player's current target is of the specified class or a derived class, 0 if not* |
| **{player.target.type}** | {player.target.type} | *Typecode of the player's current target* |
| **{player.target.type.name}** | {player.target.type.name} | *Type name of the player's current target* |
| **{player.target.race}** | {player.target.race} | *Race id of the owner of the player's current target* |
| **{player.target.race.name}** | {player.target.race.name} | *Race name of the owner of the player's current target* |
| **{player.target.maker}** | {player.target.maker} | *Race id of the maker of the player's current target* |
| **{player.target.maker.name}** | {player.target.maker.name} | *Race name of the maker of the player's current target* |
| **{player.target.distance}** | {player.target.distance} | *Distance of the player's current target from the player* |
| **{player.target.distance.m}** | {player.target.distance.m} | *Distance of the player's current target from the player in metres* |
| **{player.target.distance.km}** | {player.target.distance.km} | *Distance of the player's current target from the player in metres* |

| | | |
|---|---|---|
| **{player.ownedships.count}** | {player.ownedships.count} | *Number of ships owned by the player* |
| **{player.ownedships.select}** | {player.ownedships.select} | *A ready-made button list for selecting a ship owned by the player* |
| **{player.ownedships.random}** | {player.ownedships.random} | *Internal id of a random ship owned by the player* |
| **{player.ownedships.random.name}** | {player.ownedships.random.name} | *Name of a random ship owned by the player* |
| **{player.ownedships.*num*}** | {player.ownedships.1} | *Internal id of the first ship owned by the player (order can change if ships are added or removed)* |
| **{player.ownedships.*num*.name}** | {player.ownedships.1.name} | *Name of the first ship owned by the player (order can change if ships are added or removed)* |
| **{player.ownedstations.count}** | {player.ownedstations.count} | *Number of stations owned by the player* |
| **{player.ownedstations.select}** | {player.ownedstations.select} | *A ready-made button list for selecting a station owned by the player* |
| **{player.ownedstations.random}** | {player.ownedstations.random} | *Internal id of a random station owned by the player* |
| **{player.ownedstations.random.name}** | {player.ownedstations.random.name} | *Name of a random station owned by the player* |
| **{player.ownedstations.*num*}** | {player.ownedstations.1} | *Internal id of the first station owned by the player (order can change if stations are added or removed)* |
| **{player.ownedstations.*num*.name}** | {player.ownedstations.1.name} | *Name of the first station owned by the player (order can change if stations are added or removed)* |
| **{player.marines.count}** | {player.marines.count} | *Number of marines owned by the player* |
| **{player.marines.select}** | {player.marines.select} | *A ready-made button list for selecting a marine owned by the player* |
| **{player.marines.random}** | {player.marine.random} | *Internal id of a random marine owned by the player* |
| **{player.marines.random.name}** | {player.marines.random.name} | *Name of a random marine owned by the player* |
| **{player.marines.*num*}** | {player.marines.1} | *Internal id of the first marine owned by the player (order can change if marines are added or removed)* |
| **{player.marines.*num*.name}** | {player.marines.1.name} | *Name of the first marine owned by the player (order can change if marines are added or removed)* |
| **{player.marines.*num*.price}** | {player.marines.1.randomprice} | *The set price for the first marine owned by the player* |
| **{player.marines.*num*.randomprice}** | {player.marines.1.randomprice} | *A random price suitable for the first marine owned by the player* |
| **{player.marines.*num*.skill.fight}** | {player.marines.1.skill.fight} | *Fighting skill level for the first marine owned by the player* |
| **{player.marines.*num*.skill.hack}** | {player.marines.1.skill.hack} | *Hacking skill level for the first marine owned by the player* |
| **{player.marines.*num*.skill.engineer}** | {player.marines.1.skill.engineer} | *Engineering skill level for the first marine owned by the player* |
| **{player.marines.*num*.skill.mechanic}** | {player.marines.1.skill.mechanic} | *Mechanical skill level for the first marine owned by the player* |
| **{player.wings.count}** | {player.wings.count} | *Number of wings configured by the player* |
| **{player.wings.select}** | {player.wings.select} | *A ready-made button list for selecting a wing configured by the player* |
| **{player.wings.random}** | {player.wings.random} | *Internal id of a random wing configured by the player* |
| **{player.wings.random.name}** | {player.wings.random.name} | *Equivalent to {wing.name@ {player.wings.random}}* |
| **{player.wings.*num*}** | {player.wings.1} | *Internal id of the first wing configured by the player (order can change if wings are added or removed)* |
| **{player.wings.*num*.name}** | {player.wings.1.name} | *Equivalent to {wing.name@ {player.wings.1}}* |
| **{player.ship.marines.maxcount}** | {player.ship.marines.maxcount} | *Maximum number of marines that can be carried on the player ship* |
| **{player.ship.marines.spacecount}** | {player.ship.marines.spacecount} | *Remaining space for additional marines on the player ship* |
| **{player.ship.marines.count}** | {player.ship.marines.count} | *Number of marines carried on the player ship* |
| **{player.ship.marines.select}** | {player.ship.marines.select} | *A ready-made button list for selecting a marine carried on the player ship* |
| **{player.ship.marines.random}** | {player.ship.marines.random} | *Internal id of a random marine carried on the player ship* |

| | | |
|---|---|---|
| **{player.ship.marines.random.name}** | {player.ship.marines.random.name} | *Name of a random marine carried on the player ship* |
| **{player.ship.marines.*num*}** | {player.ship.marines.1} | *Internal id of the first marine carried on the player ship (order can change when marines or passengers ejected or collected)* |
| **{player.ship.marines.*num*.name}** | {player.ship.marines.1.name} | *Name of the first marine carried on the player ship (order can change when marines or passengers ejected or collected)* |
| **{player.ship.marines.*num*.price}** | {player.ship.marines.1.randomprice} | *The set price for the first marine carried on the player ship* |
| **{player.ship.marines.*num*.randomprice}** | {player.ship.marines.1.randomprice} | *A random price suitable for the first marine carried on the player ship* |
| **{player.ship.marines.*num*.skill.fight}** | {player.ship.marines.1.skill.fight} | *Fighting skill level for the first marine carried on the player ship* |
| **{player.ship.marines.*num*.skill.hack}** | {player.ship.marines.1.skill.hack} | *Hacking skill level for the first marine carried on the player ship* |
| **{player.ship.marines.*num*.skill.engineer}** | {player.ship.marines.1.skill.engineer} | *Engineering skill level for the first marine carried on the player ship* |
| **{player.ship.marines.*num*.skill.mechanic}** | {player.ship.marines.1.skill.mechanic} | *Mechanical skill level for the first marine carried on the player ship* |
| **{player.ship.passengers.count}** | {player.ship.passengers.count} | *Number of passengers carried on the player ship* |
| **{player.ship.passengers.select}** | {player.ship.passengers.select} | *A ready-made button list for selecting a passenger carried on the player ship* |
| **{player.ship.passengers.random}** | {player.ship.passengers.random} | *Internal id of a random passenger carried on the player ship* |
| **{player.ship.passengers.random.name}** | {player.ship.passengers.random.name} | *Name of a random passenger carried on the player ship* |
| **{player.ship.passengers.*num*}** | {player.ship.passengers.1} | *Internal id of the first passenger carried on the player ship (order can change when marines or passengers ejected or collected)* |
| **{player.ship.passengers.*num*.name}** | {player.ship.passengers.1.name} | *Name of the first passenger carried on the player ship (order can change when marines or passengers ejected or collected)* |

wing - *Variables relating to wings*

| | | |
|---|---|---|
| **{wing.name@*wing*}** | {wing.name@green} | *Name of the specified wing* |
| **{wing.textid@*wing*}** | {wing.textid@green} | *Base text id of the specified wing (predefined wings only)* |
| **{wing.formation@*wing*}** | {wing.formation@green} | *Formation id of the formation being followed by the specified wing* |
| **{wing.formation.name@*wing*}** | {wing.formation.name@green} | *Formation name of the formation being followed by the specified wing* |
| **{wing.race@*wing*}** | {wing.race@green} | *Race id of the owner of the specified wing* |
| **{wing.race.name@*wing*}** | {wing.race.name@green} | *Race name of the owner of the specified wing* |
| **{wing.homebase@*wing*}** | {wing.homebase@green} | *Internal id of the object that is the homebase of the specified wing* |
| **{wing.homebase.name@*wing*}** | {wing.homebase.name@green} | *Name of the object at that is the homebase of the specified wing* |
| **{wing.ship.count@*wing*}** | {wing.ship.count@green} | *Number of ship in the specified wing* |
| **{wing.ship.select@*wing*}** | {wing.ship.select@green} | *A ready-made button list for selecting a ship from a wing* |
| **{wing.ship.random@*wing*}** | {wing.ship.random@green} | *Internal id of a random member of the specified wing* |
| **{wing.ship.1@*wing*}** | {wing.ship.1@green} | *Internal id of the first member of the specified wing (order can change if members are added/removed)* |
| **{wing.fastest@*wing*}** | {wing.fastest@green} | *Internal id of the fastest ship in the specified wing* |
| **{wing.fastest.name@*wing*}** | {wing.fastest.name@green} | *Name of the fastest ship in the specified wing* |
| **{wing.slowest@*wing*}** | {wing.slowest@green} | *Internal id of the slowest ship in the specified wing* |
| **{wing.slowest.name@*wing*}** | {wing.slowest.name@green} | *Name of the slowest ship in the specified wing* |
| **{wing.strongest@*wing*}** | {wing.strongest@green} | *Internal id of the strongest ship in the specified wing* |
| **{wing.strongest.name@*wing*}** | {wing.strongest.name@green} | *Name of the strongest ship in the specified wing* |
| **{wing.weakest@*wing*}** | {wing.weakest@green} | *Internal id of the weakest ship in the specified wing* |
| **{wing.weakest.name@*wing*}** | {wing.weakest.name@green} | *Name of the weakest ship in the specified wing* |
| **{wing.furthest@*wing*}** | {wing.furthest@green} | *Internal id of the furthest ship in the specified wing from the player* |
| **{wing.furthest.name@*wing*}** | {wing.furthest.name@green} | *Name of the furthest ship in the specified wing from the player* |
| **{wing.nearest@*wing*}** | {wing.nearest@green} | *Internal id of the nearest ship in the specified wing to the player* |
| **{wing.nearest.name@*wing*}** | {wing.nearest.name@green} | *Name of the nearest ship in the specified wing to the player* |
| **{wing.largest@*wing*}** | {wing.largest@green} | *Internal id of the largest ship in the specified wing from the player* |
| **{wing.largest.name@*wing*}** | {wing.largest.name@green} | *Name of the largest ship in the specified wing from the player* |
| **{wing.smallest@*wing*}** | {wing.smallest@green} | *Internal id of the smallest ship in the specified wing to the player* |
| **{wing.smallest.name@*wing*}** | {wing.smallest.name@green} | *Name of the smallest ship in the specified wing to the player* |
| **{wing.distance@*wing*}** | {wing.distance@green} | *Maximum distance between any two ships in the specified wing* |
| **{wing.distance.m@*wing*}** | {wing.distance.m@green} | *Maximum distance between any two ships in the specified wing in metres* |
| **{wing.distance.km@*wing*}** | {wing.distance.km@green} | *Maximum distance between any two ships in the specified wing in kilometres* |
| **{wing.jumps@*wing*}** | {wing.jumps@green} | *Maximum number of jumps between any two ships in the specified wing* |

reward - *Variables relating to rewards and penalties*

| | | |
|---|---|---|
| **{reward.money}** | {reward.money} | *Pre-balanced money reward based on the player's current status* |
| **{reward.money@*level*}** | {reward.money@average} | *Pre-balanced money reward based on the player's current* |

| | | |
|---|---|---|
| | | *status and mission level* |
| **{reward.money@*level*.*discipline*}** | {reward.money@average.TXBX} | *Pre-balanced money reward based on the player's current status and mission level/discipline* |
| **{reward.money.*race*@*level*.*discipline*}** | {reward.money.argon@average.TXBX} | *Pre-balanced money reward based on the player's current status, mission level/discipline and specific race notoriety* |
| **{reward.notoriety}** | {reward.notoriety} | *Pre-balanced notoriety reward based on the player's current status* |
| **{reward.notoriety@*level*}** | {reward.notoriety@average} | *Pre-balanced notoriety reward based on the player's current status and mission level* |
| **{reward.notoriety.*race*@*level*}** | {reward.notoriety.argon@average} | *Pre-balanced notoriety reward based on the player's current status, mission level and specific race notoriety* |
| **{reward.traderank}** | {reward.traderank} | *Pre-balanced trade rank reward based on the player's current status* |
| **{reward.traderank@*level*}** | {reward.traderank@average} | *Pre-balanced trade rank reward based on the player's current status and mission level* |
| **{reward.fightrank}** | {reward.fightrank} | *Pre-balanced fight rank reward based on the player's current status* |
| **{reward.fightrank@*level*}** | {reward.fightrank@average} | *Pre-balanced fight rank reward based on the player's current status and mission level* |
| **{penalty.money}** | {penalty.money} | *Pre-balanced money penalty based on the player's current status* |
| **{penalty.money@*level*}** | {penalty.money@average} | *Pre-balanced money penalty based on the player's current status and mission level* |
| **{penalty.money@*level*.*discipline*}** | {penalty.money@average.TXBX} | *Pre-balanced money penalty based on the player's current status and mission level/discipline* |
| **{penalty.money.*race*@*level*.*discipline*}** | {penalty.money.argon@average.TXBX} | *Pre-balanced money penalty based on the player's current status, mission level/discipline and specific race notoriety* |
| **{penalty.notoriety}** | {penalty.notoriety} | *Pre-balanced notoriety penalty based on the player's current status* |
| **{penalty.notoriety@*level*}** | {penalty.notoriety@average} | *Pre-balanced notoriety penalty based on the player's current status and mission level* |
| **{penalty.notoriety.*race*@*level*}** | {penalty.notoriety.argon@average} | *Pre-balanced notoriety penalty based on the player's current status, mission level and specific race notoriety* |
| **{penalty.traderank}** | {penalty.traderank} | *Pre-balanced trade rank penalty based on the player's current status* |
| **{penalty.traderank@*level*}** | {penalty.traderank@average} | *Pre-balanced trade rank penalty based on the player's current status and mission level* |
| **{penalty.fightrank}** | {penalty.fightrank} | *Pre-balanced trade rank penalty based on the player's current status* |
| **{penalty.fightrank@*level*}** | {penalty.fightrank@average} | *Pre-balanced fight rank penalty based on the player's current status and mission level* |

lookup - *Variables relating to lookup values*

| | | |
|---|---|---|
| **{lookup.class@*class*}** | {lookup.class@m5} | *Class id associated with the specified class lookup value* |
| **{lookup.class.name@*class*}** | {lookup.class.name@m5} | *Class name associated with the specified class lookup value* |
| **{lookup.class.name.pageid@*class*}** | {lookup.class.name.pageid@m5} | *Page id of the name of the specified class lookup value* |
| **{lookup.class.name.textid@*class*}** | {lookup.class.name.textid@m5} | *Text id of the name of the specified class lookup value* |
| **{lookup.class.isclass.*class*@*class*}** | {lookup.class.isclass.fighter@m5} | *1 if the second specified class is of the first specified class or is a derived class of it, 0 if not* |
| **{lookup.class.image@*class*}** | {lookup.class.image@m5} | *Thumbnail image filename for the specified class lookup value* |
| **{lookup.type@*type*}** | {lookup.type@SS_SH_A_M3} | *Typecode associated with the specified type lookup value* |
| **{lookup.type.name@*type*}** | {lookup.type.name@SS_SH_A_M3} | *Type name associated with the specified type lookup value* |
| **{lookup.type.name.pageid@*type*}** | {lookup.type.name.pageid@SS_SH_A_M3} | *Page id of the name of the specified type lookup value (for use in voice actions)* |
| **{lookup.type.name.textid@*type*}** | {lookup.type.name.textid@SS_SH_A_M3} | *Text id of the name of the specified type lookup value (for use in voice actions)* |
| **{lookup.type.description@*type*}** | {lookup.type.description@SS_SH_A_M3} | *Description associated with the specified type lookup value* |
| **{lookup.type.description.pageid@*type*}** | {lookup.type.description.pageid@SS_SH_A_M3} | *Page id of the description of the specified type lookup value (for use in voice actions)* |
| **{lookup.type.description.textid@*type*}** | {lookup.type.description.textid@SS_SH_A_M3} | *Text id of the description of the specified type lookup value (for use in voice actions)* |
| **{lookup.type.category@*type*}** | {lookup.type.category@SS_SH_A_M3} | *Category code associated with the specified type lookup value* |
| **{lookup.type.cargoclass@*type*}** | {lookup.type.cargoclass@SS_WARE_ENERGY} | *Cargo class of the specified type lookup value (cargo class carriable for ship types)* |
| **{lookup.type.cargospace@*type*}** | {lookup.type.cargospace@SS_WARE_ENERGY} | *Cargo space per unit of the specified type lookup value (base cargo space for ship types)* |
| **{lookup.type.price@*type*}** | {lookup.type.price@SS_WARE_ENERGY} | *Average price per unit of the specified type lookup value* |
| **{lookup.type.minprice@*type*}** | {lookup.type.minprice@SS_WARE_ENERGY} | *Minimum price per unit of the specified type lookup value* |
| **{lookup.type.maxprice@*type*}** | {lookup.type.maxprice@SS_WARE_ENERGY} | *Maximum price per unit of the specified type lookup value* |
| | | *Minimum notoriety required for the player to* |

| | | |
|---|---|---|
| **{lookup.type.minnotoriety@*type*}** | {lookup.type.minnotoriety@SS_WARE_ENERGY} | *buy wares of the specified type lookup value* |
| **{lookup.type.illegal.*race*@*type*}** | {lookup.type.illegal.argon@SS_WARE_ENERGY} | *1 if specified type lookup value is illegal with the specified race, 0 if not* |
| **{lookup.type.maker@*type*}** | {lookup.type.maker@SS_SH_A_M3} | *Race id of the maker of the specified type lookup value (only really makes sense with ships and stations)* |
| **{lookup.type.class@*type*}** | {lookup.type.class@SS_SH_A_M3} | *Default class id of the specified type lookup value* |
| **{lookup.type.class.name@*type*}** | {lookup.type.class.name@SS_SH_A_M3} | *Default class name of the specified type lookup value* |
| **{lookup.type.image@*type*}** | {lookup.type.image@SS_SH_A_M3} | *Thumbnail image filename for the specified type lookup value* |
| **{lookup.category@*category*}** | {lookup.category@energy} | *Category code associated with the specified category lookup value* |
| **{lookup.race@*race*}** | {lookup.race@argon} | *Race id associated with the specified race lookup value* |
| **{lookup.race.name@*race*}** | {lookup.race.name@argon} | *Race name associated with the specified race lookup value* |
| **{lookup.race.name.pageid@*race*}** | {lookup.race.name.pageid@argon} | *Page id of the name of the specified race lookup value (for use in voice actions)* |
| **{lookup.race.name.textid@*race*}** | {lookup.race.name.textid@argon} | *Text id of the name of the specified race lookup value (for use in voice actions)* |
| **{lookup.race.mask@*race*}** | {lookup.race.mask@argon} | *Race mask of the specified race lookup value* |
| **{lookup.race.mask.*racemask*@*race*}** | {lookup.race.mask.default@argon} | *1 if the specified race is included in the race mask, 0 if not* |
| **{lookup.race.known@*race*}** | {lookup.race.known@argon} | *1 if race is known to player, 0 if not* |
| **{lookup.race.licence@*race*}** | {lookup.race.licence@argon} | *Ware type of police licence associated with the specified race lookup value* |
| **{lookup.race.licence.name@*race*}** | {lookup.race.licence.name@argon} | *Type name associated with ware type of police licence associated with the specified race lookup value* |
| **{lookup.race.aggression@*race*}** | {lookup.race.aggression@khaak} | *Aggression level (Kha'ak only)* |
| **{lookup.race.image@*race*}** | {lookup.race.image@argon} | *Thumbnail image filename for the specified race lookup value* |
| **{lookup.gender@*gender*}** | {lookup.gender@female} | *Gender id associated with the specified gender lookup value* |
| **{lookup.cargoclass@*cargoclass*}** | {lookup.cargoclass@xl} | *Cargo class associated with the specified cargo class lookup value* |
| **{lookup.cargoclass.name@*cargoclass*}** | {lookup.cargoclass.name@xl} | *Cargo class name associated with the specified cargo class lookup value* |
| **{lookup.cargoclass.description@*cargoclass*}** | {lookup.cargoclass.name@xl} | *Cargo class description associated with the specified cargo class lookup value* |
| **{lookup.fightrank@*rank*}** | {lookup.fightrank@rank20} | *Fight rank associated with the specified fight rank lookup value* |
| **{lookup.fightrank.rank@*rank*}** | {lookup.fightrank.rank@rank20} | *Fight rank number associated with the specified fight rank lookup value* |
| **{lookup.fightrank.name@*rank*}** | {lookup.fightrank.name@rank20} | *Fight rank name associated with the specified fight rank lookup value* |
| **{lookup.traderank@*rank*}** | {lookup.traderank@rank20} | *Trade rank associated with the specified trade rank lookup value* |
| **{lookup.traderank.rank@*rank*}** | {lookup.traderank.rank@rank20} | *Trade rank number associated with the specified trade rank lookup value* |
| **{lookup.traderank.name@*rank*}** | {lookup.traderank.name@rank20} | *Trade rank name associated with the specified trade rank lookup value* |
| **{lookup.notoriety@*notoriety*}** | {lookup.notoriety@friend} | *Notoriety associated with the specified notoriety lookup value* |
| **{lookup.notoriety.rank@*notoriety*}** | {lookup.notoriety.rank@friend} | *Notoriety number associated with the specified notoriety lookup value* |
| **{lookup.notoriety.*race*.name@*notoriety*}** | {lookup.notoriety.argon.name@friend} | *Notoriety rank name associated with the specified notoriety lookup value* |
| **{lookup.level@*level*}** | {lookup.level@easy} | *Difficulty level associated with the specified difficulty level lookup value* |
| **{lookup.formation@*formation*}** | {lookup.formation@delta} | *Formation id associated with the specified formation lookup value* |
| **{lookup.formation.name@*formation*}** | {lookup.formation.name@delta} | *Formation name associated with the specified formation lookup value* |
| **{lookup.job.name@*jobid*}** | {lookup.job.name@101} | *Job name of the specified job id* |
| **{lookup.job.name.pageid@*jobid*}** | {lookup.job.name.pageid@101} | *Page id of the job name of the specified job id* |
| **{lookup.job.name.textid@*jobid*}** | {lookup.job.name.textid@101} | *Text id of the job name of the specified job id* |
| **{lookup.job.script@*jobid*}** | {lookup.job.script@101} | *Script used by the specified job id* |
| **{lookup.gate@*gateid*}** | {lookup.gate@north} | *Gate id associated with the specified gate direction* |
| **{lookup.gate.name@*gateid*}** | {lookup.gate.name@north} | *Gate name associated with the specified gate direction* |
| **{lookup.menu@*menu*}** | {lookup.menu@dialog} | *Class id of the specified menu* |

random - *Variables relating to randomly generated values*

| | | |
|---|---|---|
| **{random.pilot}** | {random.pilot} | *Random pilot name for a random race* |
| **{random.pilot.*race*}** | {random.pilot.argon} | *Random pilot name for the specified race* |
| **{random.race}** | {random.race} | *Random race selected from default race mask* |

| | | |
|---|---|---|
| | | *(Argon/Boron/Paranid/Split/Teladi)* |
| **{random.race@*racemask*}** | {random.race@default\|xenon\|pirate} | *Random race selected from specified race mask (multiple values may be separated by \| symbols)* |
| **{random.type@*type*}** | {random.type@SS_SH_A_M3\|SS_SH_A_M3_1\|SS_SH_A_M3_2\|SS_SH_A_M3_3} | *Random typename selected from specified typenames (multiple values may be separated by \| symbols)* |
| **{random.class@*type*}** | {random.class@m3\|m4\|m5} | *Random class id selected from specified class ids (multiple values may be separated by \| symbols)* |

value - *Variables relating to named values*

| | | |
|---|---|---|
| **{value@*value*}** | {value@myvalue} | *Value of the specified global or local variable* |

text - *Variables relating to text files*

| | | |
|---|---|---|
| **{*pageid*,*textid*}** | {1123,1} | *Text entry from a text file* |
| **{text@*pageid*,*textid*}** | {text@1123,1} | *Equivalent to {pageid,textid}* |
| **{text.exists@*pageid*,*textid*}** | {text.exists@1123,1} | *1 if the specified text entry exists, 0 if not* |
| **{text.duration@*pageid*,*textid*}** | {text.duration@1123,1} | *Duration of speech for the specified text entry in milliseconds, -1 if the text not found or not spoken (does not take into account embedded references)* |
| **{text.duration.s@*pageid*,*textid*}** | {text.duration.s@1123,1} | *Duration of speech for the specified text entry in seconds, -1 if the text not found or not spoken (does not take into account embedded references)* |
| **{text.length@*pageid*,*textid*}** | {text.length@1123,1} | *Length the specified text entry (useful for custom subtitle durations)* |
| **{text.length@*text*}** | {text.length@sometext} | *Length the specified text (useful for custom subtitle durations)* |