NS interface

Collection of all functions passed to scripts

Signature:

```
export interface NS extends Singularity
```

Extends: Singularity

Remarks

Basic ns1 usage example:

```
 // Basic ns functions can be used directly
 methodName();
 // Some related functions are gathered within a common namespace
 property.methodName()
```

ns1 in-game docs

Basic ns2 usage example:

```
export async function main(ns) {
 // Basic ns functions can be accessed on the ns object
 ns.methodName;
 // Some related functions are gathered under a sub-property of the ns object
 ns.property.methodName
}
```

ns2 in-game docs

Properties

Property	Type	Description
args	(string | number | boolean)[]	Arguments passed into the script.
bladeburner	Bladeburner	Namespace for bladeburner functions.
codingcontract	CodingContract	Namespace for codingcontract functions.
corporation	Corporation	Namespace for corporation functions. RAM cost: 0 GB
formulas	Formulas	Namespace for formulas functions.
gang	Gang	Namespace for gang functions.
hacknet	Hacknet	Namespace for hacknet functions.
sleeve	Sleeve	Namespace for sleeve functions.
stanek	Stanek	Namespace for stanek functions. RAM cost: 0 GB
stock	TIX	Namespace for stock functions.

Methods

Method	Description
alert(msg)	Open up a message box.
asleep(millis)	Suspends the script for n milliseconds. Doesn't block with concurrent calls.
atExit(f)	Add callback function when the script dies
brutessh(host)	Runs BruteSSH.exe on a server.
clear(handle)	Clear data from a file.
clearLog()	Clears the script’s logs.
clearPort(handle)	Clear data from a port.
deleteServer(host)	Delete a purchased server.

Method	Description
disableLog(fn)	Disables logging for the given function.
enableLog(fn)	Enable logging for a certain function.
exec(script, host, numThreads, args)	Start another script on any server.
exit()	Terminates the current script immediately.
fileExists(filename, host)	Check if a file exists.
flags(schema)	Parse command line flags.
ftpcrack(host)	Runs FTPCrack.exe on a server.
getBitNodeMultipliers()	Get the current Bitnode multipliers.
getFavorToDonate()	Returns the amount of Faction favor required to be able to donate to a faction.
getGrowTime(host)	Get the execution time of a grow() call.
getHackingLevel()	Returns the player’s current hacking level.
getHackingMultipliers()	Get hacking related multipliers.
getHacknetMultipliers()	Get hacknet related multipliers.
getHackTime(host)	Get the execution time of a hack() call.
getHostname()	Returns a string with the hostname of the server that the script is running on.
getOwnedSourceFiles()	Get a list of acquired Source-Files.
getPlayer()	Get information about the player.
getPortHandle(port)	Get all data on a port.
getPurchasedServerCost(ram)	Get cost of purchasing a server.
getPurchasedServerLimit()	Returns the maximum number of servers you can purchase.
getPurchasedServerMaxRam()	Returns the maximum RAM that a purchased server can have.

Method	Description
getPurchasedServers()	Returns an array with the hostnames of all of the servers you have purchased.
getRunningScript(filename, hostname, args)	Get general info about a running script.
getScriptExpGain(script, host, args)	Get the exp gain of a script.
getScriptIncome(script, host, args)	Get the income of a script.
getScriptLogs(fn, host, args)	Get all the logs of a script.
getScriptName()	Returns the current script name.
getScriptRam(script, host)	Get the ram cost of a script.
getServer(host)	Returns a server object for the given server. Defaults to the running script's server if host is not specified.
getServerBaseSecurityLevel(host)	
getServerGrowth(host)	Get a server growth parameter.
getServerMaxMoney(host)	Get maximum money available on a server.
getServerMaxRam(host)	Get the max RAM on a server.
getServerMinSecurityLevel(host)	Returns the minimum security level of the target server.
getServerMoneyAvailable(host)	Get money available on a server.
getServerNumPortsRequired(host)	Returns the number of open ports required to successfully run NUKE.exe on the specified server.
getServerRam(host)	
getServerRequiredHackingLevel(host)	Returns the required hacking level of the target server.
getServerSecurityLevel(host)	Get server security level.
getServerUsedRam(host)	Get the used RAM on a server.
getTimeSinceLastAug()	Returns the amount of time in milliseconds that have passed since you last installed Augmentations.

Method	Description
getWeakenTime(host)	Get the execution time of a weaken() call.
grow(host, opts)	Spoof money in a servers bank account, increasing the amount available.
growthAnalyze(host, growthAmount, cores)	Calculate the number of grow thread needed to grow a server by a certain multiplier.
growthAnalyzeSecurity(threads)	Calculate the security increase for a number of thread.
hack(host, opts)	Steal a servers money.
hackAnalyze(host)	Get the percent of money stolen with a single thread.
hackAnalyzeChance(host)	Get the chance of successfully hacking a server.
hackAnalyzeSecurity(threads)	Get the security increase for a number of thread.
hackAnalyzeThreads(host, hackAmount)	Predict the effect of hack.
hasRootAccess(host)	Check if your have root access on a server.
httpworm(host)	Runs HTTPWorm.exe on a server.
isLogEnabled(fn)	Checks the status of the logging for the given function.
isRunning(script, host, args)	Check if a script is running.
kill(script, host, args)	Terminate another script.
killall(host)	Terminate all scripts on a server.
ls(host, grep)	List files on a server.
nFormat(n, format)	Format a number
nuke(host)	Runs NUKE.exe on a server.
peek(port)	Get a copy of the data from a port without popping it.
print(msg)	Prints a value or a variable to the script’s logs.
prompt(txt)	Prompt the player with a Yes/No modal.
ps(host)	List running scripts on a server.

Method	Description
purchaseServer(hostname, ram)	Purchase a server.
read(handle)	Read content of a file.
readPort(port)	Read data from a port.
relaysmtp(host)	Runs relaySMTP.exe on a server.
rm(name, host)	Delete a file.
run(script, numThreads, args)	Start another script on the current server.
scan(host, hostnames)	Get the list servers connected to a server.
scp(files, source, destination)	Copy file between servers.
scriptKill(script, host)	Kill all scripts with a filename.
scriptRunning(script, host)	Check if any script with a filename is running.
serverExists(host)	Returns a boolean denoting whether or not the specified server exists.
sleep(millis)	Suspends the script for n milliseconds.
spawn(script, numThreads, args)	Terminate current script and start another in 10s.
sprintf(format, args)	Format a string.
sqlinject(host)	Runs SQLInject.exe on a server.
tail(fn, host, args)	Open the tail window of a script.
tFormat(milliseconds, milliPrecision)	Format time to readable string
toast(msg, variant)	Queue a toast (bottom-right notification).
tprint(msg)	Prints a value or a variable to the Terminal.
tprintf(format, values)	Prints a raw value or a variable to the Terminal.
tryWritePort(port, data)	Attempt to write to a port.
vsprintf(format, args)	Format a string with an array of arguments.
weaken(host, opts)	Reduce a server security level.

Method	Description
weakenAnalyze(threads, cores)	Predict the effect of weaken.
wget(url, target, host)	Download a file from the internet.
write(handle, data, mode)	Write data to a file.
writePort(port, data)	Write data to a port.