# ut\_console

## User Manual

## **Contents**

nfroduction	⊏
Enabling the Chatwindow / Console	ē
=> Egosofts official Chatwindow Commands	2
=> Using the Commands of this Mod	2
Command Overview	3
>fieval	3
>&setval	3
>\$warp.	
>&checkship	3
Expression Syntax Explaination.	5
» Object References	5
=> Root Properties	6
» Standard Properties	7
-> Special Properties	9
Using scriptproperties.html locally (and some additions)	10
-> Useful additional Tricks to improve the reference files.	
>Show a full list of Vanilla Macros and also print their respective File Path as Description:	
>Show Script Param Values in Scriptproperties:	
>Show Masstraffic Jobs in Jobeditor	

## Introduction

This Mod is aimed at Mod Developers to Test functionality and confirm values that usually need a Script change or a dedicated script to get. Additionally it might turn out to also be a useful Cheat Mod, but that is not the primary goal, so be careful when used as such. This Mod is versatile and powerful, and can mess up many things in a Savegame.

## Enabling the Chatwindow / Console

The Chatwindow/Console is usually not bound to any Key, So you first have to assign one to it. You can find it under

Settings => Controls => General Controls => Toggle Chat Window (7th from the bottom) (Note to self: check what "Focus Chat Window Input" does – 6th from bottom)

Usually the [ ^ ] Key is used for that purpose.

## **Egosofts official Chatwindow Commands**

Just as side note there are some useful Commands by Egosoft you can Input here too:

/refreshmd Reloads the MD Scripts
/refreshai Reloads the Al Scripts
/reloadui Reloads the UI / lua scripts

/exportlogbook \filename> Save logbook as file in personal folder (must have .txt ending)

/thereshallbewings Unlocks the advanced behavior tab (you only need to do this once on each Computer)

/aicompat check Check Al script compatibility using in-game aicompat.xml /aicompat pcheck Check Al script compatibility using personal aicompat.xml

/aicompat check Generate new aicompat.xml in personal folder

Less relevant Commands for Modding, but might still be relevant:

/chat|c <message> Send chat message (no online feature using that yet)

/whisperlw <username <message> Send direct chat message to user (no online feature using that yet)

/dumpholo Dump holomap camera data

/dumpmouse Dump mouse data

/dumpconv Dump conversation system data

(Might not work/be available in X4; needs testing)

/lua <luascript> This executes the given lua command in the Detail Monitor environment

## Using the Commands of this Mod

Since the usual prefix Char for Commands ( / ) is already taken by Egosofts internal Commands and there is an error printed to the Log if it is used by this Mod I decidd to use a diffrent Letter for my Commands, namely it is [ & ] (Ampersand) as Prefix. You can change this in Letter in the t/0001.xml if you want. Just remember that you did when reffering to this explaination.

## Command Overview

Currently the following commands are implemented: (currently working on a a detailed explaination)

Parameters: An explaination of the Parameters if they are specific

Usage: general usage showing all possible inputs with placeholders

Example call: a concrete example how this Command is intended to be used. Depending on the command there might be more than one.

Output: The Output the Example Call generated for me. There will be slight differences for you.

Effect: Description of the Effect the example command has, if any.

#### &eval

Evaluating one or or more Expressions

Usage: &eval \$exp\_1 \$exp\_2...

Example call: &eval pobject.cluster.debugname pobject.pilot.debugname

Output: &eval pobject.cluster.debugname pobject.pilot.debugname

pobject.cluster.debugname => Hatikvah's Choice (AYX-867) [0x32dd6] pobject.pilot.debugname => Yahanis Hebalisos Tumulis X (VPR-008) [0x36542]

#### &setval

Setting a Value at the end of a Property Chain/Expression. Please refer to the Properties Section for a List of Set-able properties.

Usage &setval \$exp\_set \$exp\_get1 \$exp\_get2

Example call: &setval pobject.minhull 90

Output: &setval pobject.minhull 90

set property 0x1551f.minhull to 90 (secondary null) – cannot confirm since its not property-accessible

Effect: Hull of the current Player Object will never drop below 90% (its indestructible). Note that you need to do this seperately for

each surface Element too if you want.

#### \$warp

Instantly teleporting an Object into another Space or near another Object:

Jsage: &warp \$exp\_object \$exp\_destination

Example Call: Ewarp pobject glarget

Output: Ewarp pobject glarget

Effect: Instantly Teleports the Player Object close to the current guidance Target

#### &checkship

Spawning two Ships, one of which gets instantly wrecked, for and generating a Report about it for Ship Modding Purposes. The Ship will change its Paintjob every few seconds from a pre-selected Set, and you can add as many additional ones to the cycle as you want.

Usage: &checkship \$macro\_id\_or\_exp crewskill.<number> paintcycletime.<number> ware.paintjob\_###1 ware.paintjob\_###2 ....

Parameters: \$macro\_id\_or\_exp a ship macro name or expression that results in a ship macro for spawning/testing

crewskill.<number> a Number from 0 to 15 to define the Crews skill for the Spawn. Will be random if omited. Paintcycletime.<number> time for which each paintjob stays in seconds. Default is 3. 0 is changing every Frame.

Ware.paintjob\_#### Adding a Paintjob to the cycle. Can be repeated as often as needed.

Example Call: &checkship ship\_par\_l\_destroyer\_02\_a\_macro crewskill.15 paintcycletime.1

Output: &checkship ship\_par\_l\_destroyer\_02\_a\_macro crewskill.15 paintcycletime.1

converting ship\_par\_I\_destroyer\_O2\_a\_macro from string to macro: ship\_par\_I\_destroyer\_O2\_a\_macro

Output File is: logs/ut\_console/ ship\_par\_l\_destroyer\_02\_a\_macro report.txt

Effect: Spawns tow Odysseus E in front of teh Player, one of which immediately explodes to leave a Wreck.

The other one has a full 5 Star Crew and changes its Paintjob every second in the default cycle.

## Additionally a Report about this Ship Type is put in the X4 Documents folder under logs/ut\_console/ ship\_par\_l\_destroyer\_02\_a\_macro report.txt

Destrougho an arbitary Object (requires arbitional confirmation; will attempt to bugges protections).

&destroy \$exp\_object noexplosion

Reading a Text from the Text DB &readtext \$Page\_id \$t\_id <output\_method>

Ingame Help Command (depracted):

Ehelp <appic>

Copying an existing Object (WiP; not working yet): &copyobject (unsure about Syntax)

Print all UI events that happen to the Console (except 'Frame\_Advanced' and 'chatwindow\_opened'): &watchui <stop>

Print all Events that happen for a certain Object (not all implemented yet; only complete if the watched object is the event.object): &watch\_event\_object \$exp\_object|stop

Enable/Disable additional internal Output: &debugmode

Do certain Actions on Cues (can be used to force or re-start missions: be careful, can break stuff):

&cue <action> \$exp\_cue \$exp\_param

Unlock certain commands that are considered dangerous (description marked in red above):

&unlock

unlock - All Console Commands unlocked! This includes the Commands that can break our game! If you use them your Save will be marked accordingly. There will be no further Warnings!

#### Color Explaination:

#### Commands and their Calls:

Actions that can be dangerous to continuing use of Savegames (will mark the Player Characters name with a red # )
Optional Parameter that can be omited if not needed
Optional Parameter that can be omited or repeated if wanted

#### Output to the Console:

Repeat of the Command (safe Commands)
Repeat of the Command (non-safe Commands)
Standard Output
Debug Output (usually hidden)
Help/Info Output

## Expression Syntax Explaination

Expressions in this Console are used as Input for most Commands, and are very similar to the Expressions in the Scripting Languages (aiscript and md) since they are based on them, though there are some differences and pelicularities which will be pointed out. For example ut\_console does not use {} (curly brackets) at all, but some properties require it internally.

Basically it is a Chain of Properties seperated by dots (.), starting with a Root property and with each step you get a certain property of the previous result.

Additionally some commands might take their own "Root Properties" to differ between diffrent types of input values. This has nothing to do with the property chain though, it is just to differ between possible input values. They might start with a property chain from the second step onwards if applicable, but often just take a single value here.

## **Object References**

Objects can be referenced with many methods. This can happen at the start of a property chain, or even in the middle of it if it makes sense in context. Possible ways to reference Objects are: These references are only valid in my Console and do not apply to the xml scripting languages.

ABC-123 Its idcode. Note that i consider the idcode non-unique, but its easy to use. Will always use the first

match, but additionally output an error to the Console if other matches are found.

0x1234 (hex id) Its Object identifier, that is unique within a game session. Note that its not persistent over sessions.

12345 (decimal id) (might change when loading a game) Can be entered in any supported numeric form.

\$console\_var If you set a console Var before you can use it as Object reference if it contains an Object.

ptarget player target

gtarget guidance target

atarget player autopilot target

pcontainer player container (ship or station)

pobject

htargets Holomap Targets (Not yet used by any command)

mapobjects Holomap Visible Objects (Not yet used by any command)

## **Root Properties**

The following Start Properties are available: (most of them are taken directly from the xml scripting languages unledd indicated otherwise)

Object references see above for explaination (ut\_console only)

\$console\_var If you set a console Var before you can access it as root property (ut\_console only)

null simply a null if you need it

true actually numeric 1
false numeric 0 in this case

component.<a href="mailto:component/object">component/object referenced by the following numeric identifier. Use this if the autodetect fails,</a>

object.object.number> or if you want to start an expression chain with such an object. (ut\_console omits the {})

gameparam.oparams
Reading from the game params (Startup params?) - not sure yet what this is...

param.cgroupname>.<paramname> reading scriptparams data from libraries/parameters.xml

macro.<macroid> getting a macro via its id as starting point

md.<scriptname>,<cuename> getting an MD cue via its Script and Cuename. Can be used further for remote var reading

mdvar.\$varname getting an MD var via its name. Equal function to md.\$varname in the game scripts.

global.\$varname getting a global var by its name faction.<factionname> getting a faction by its name

ware.<warename> getting a ware by its name

R.number> getting the result of a previous expression in the same command (as in Repeat X; must be supported

by each command individually)

Following here are more root properties, but i consider them less useful for use in this Console, so i will save myself the explaination. Also they are largely untested and might not work.

position. <x>.<y>.<z></z></y></x>	vector. <x>.<y>.<z></z></y></x>	rotation. <yaw>.<pitch>.<roll></roll></pitch></yaw>	readtext. <pageid>.<tid></tid></pageid>
stat. <statname></statname>	userdata. <userdataentry></userdataentry>	userdatasigned. <userdataentry></userdataentry>	terraforming. <entries< td=""></entries<>
lookup. <category></category>	assignment. <assignment></assignment>	controlpost. <controlpost></controlpost>	entityrole. <entityrole></entityrole>
entitytype. <entitytype></entitytype>	notification. <type></type>	race. <race></race>	unlock. <type></type>
warebasket. <id></id>	waregroup. <id></id>	attention. <pre>devel&gt;</pre>	relationchangereason. <reason></reason>
killmethod. <method></method>	unitcategory. <category></category>	deployablecategory. <category></category>	command. <command/>
commandaction. <action></action>	activity. <activity></activity>	skilltype. <skill></skill>	controlposition. <position></position>
formationshape. <shape></shape>	level. <level></level>	alertlevel. devel>	roompopulationtype. <type></type>
purpose. <purpose></purpose>	controlpaneltype. <type></type>	signalleaktype. <type></type>	boardingbehaviour. <behaviour></behaviour>
boardingphase. <phase></phase>	blacklisttype. <type></type>	blacklistgroup. <group></group>	waretransport.
orderstate. <state></state>	moodlevel.devel>	weaponmode. <mode></mode>	dronemode. <mode></mode>
dockstate. <state></state>	shiptype. <type></type>	stationtype. <type></type>	roomtype. <type></type>
regiongroup. <group></group>	flightbehaviour. <behaviour></behaviour>	flightcontrolmodel. <flightcontrolmodel></flightcontrolmodel>	objective. <objective></objective>
missiontype. <type></type>	missiongroup. <group></group>	cuestate. <group></group>	quota. <quota></quota>

## Standard Properties

The following properties can be evaluated on each step. These here are entirely based on what is available in the scriptproperties.html but especially the Properties with Pseudo Data Types/using two steps at once are often not yet implemented. Please refer to said the scriptproperties.html to know what is available for a certain data type/at a certain point in the chain and also what each property is. The Order chosen in this rundown schould mostly match the order of an *unsorted* scriptproperties.html (because this groups related properties nicely)

exists	isoperational	iswreck	isconstruction	issurfaceelement	canbeattacked	extension
isextensionpersonal	l class	realclass	state	macro	grouptag	parent
container	controllable	defensibleobject	ship	station	cluster	sector
zone	room	module	canbelivestreamed	isinternallystored	generationseed	seed
name	rawname	knownname	hasbeenrenamed	debugname	position	rotation
velocity	speed	relvelocity	relspeed	attention	size	length
height	width	owner	constomust	trneowuer	isplayerowned	isownerless
isknown isrelationo	:hangedisabled	wares	revealedpercentage	scannedlevel	gravidarfactor	secrecylevel
isactive	isphysicsready	canbedismantled	isfunctiona	ishackabl	isindestructible	ishacked
ishullunrepairable	isrepairable	isinvulnerable	isshieldunrepairable	ismodular	hull	maxhull
hullpercentage	shield	maxshield	shieldpercentage	qrob	canclaimownership	hasstorage
modulesets	makerraces	primarypurpose	ismilitary	threatscore	lastattacker	lastattacktime
isinliveview	currentradarrange	maxradarrange	formationleader	currentformationwin	gmen	idcode
isformationleader	isformationwingman	iscommandeerable	iscommandeered	isgodobject	isgodobjectentry	godentry
isgodshipentry	isgodstationentry	isgodproductionentr	y isgamesta	ertgodentry	isrespawnablegodo	bject
godentryname	godentrytags	ismasstraffic	ishighwaytraffic	istemptraffic	iszonechangependi	ng
numwaypoints	region	ismission	missioncue	suspicious	isradarvisible	
canbepickedup	canbetowed	tugship	throttle	value	buildresourcevalue	repairprice
numsignalleakslots		isonlineobject	isvisitor isvisitormi	ssionobject	venture	venturename
,	t masstrafficendobject	_	haspaintmod	isunit	isdeployable	unitcategory
deployablecategory		formationradius	isformationrolling	isformationrollmembe		maxshipsperline
isinhazardousregior	_	ableposition	accesslicence	accessrestricted	canberecycled	
dismantlingobject	salvageclaimants	isdatavault	islandmark	isfriendfoe	friendlist	foelist
target	isarmed	safetydistance	pilot	assignedpilot	aipilot	assignedaipilot
defencenpc	tradenpc	tradecomputer	engineer	shiptrader	shadyguy	roleentities
isnpcassignmentrest		order	nextorder	defaultorder	orders	buildorders
tradeorders	hasorderloop	commander	toplevelcommander	-	commanderentity	
activesubordinategr		subordinates	subordinategroupdo		subordinategroupid	
subordinategrouppro		subordinategrouppr		subordinategroupre		
subordinategroupres		subordinategroupat		allsubordinates	allcommanders	controlroom
haswalkableroom	canhavedynamicinto	erior	hasscanner	longrange	maxscanlevel	combinedskill
iscapturable	boardingoperation		boardingbehaviour		_	
baseboardingresista	ence	boardingstrength	constructionsequen	ce defenced	ronemode	loadoutlevel
baseboardingresista rawloadoutlevel	once minloadoutlevel	boardingstrength loadoutvariation	constructionsequent loadout	ce defenced hasarmeddefencedr	ronemode ones hasarmec	loadoutlevel Iminingdrones
baseboardingresista rawloadoutlevel hasarmedtransportd	once minloadoutlevel rones	boardingstrength loadoutvariation miningdronemode	constructionsequent loadout transportdronemode	ce defenced hasarmeddefencedr isenemylockingon	ronemode ones hasarmed ismissileincoming	loadoutlevel Jminingdrones hasweaponmod
baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod	once minloadoutlevel rones productions	boardingstrength loadoutvariation miningdronemode storagemodules	constructionsequent loadout transportdronemode buildmodules	ce defenced hasarmeddefencedr isenemylockingon processingmodules	ronemode rones hasarmec ismissileincoming dockareas	loadoutlevel Iminingdrones hasweaponmod piers
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## **Special Properties**

These Properties are not part of the original Property Chain Syntax, but they emulate other functions of the Scripting Language that might be useful. Namely Type conversions and such stuff.

\$variable Internal Call: \$currentStep.(\$nextStep)

=> if the current result is a a Cue, Entity or Table wit will read a Variable off them (Cue Variable, Entity Blackboard Var, Table Value from a Key) - baiscally the same syntax as with global.\$variable or mdvar.\$variable

<number> Internal Call: \$currentStep.(\$nextStep)

=> If the current result is a Group, List or Table it will result in the numeric nth Entry of it (1-based). In case of Tables it obviously needs to have the respective numeric key

(Note: For tables other Keys than Numeric or String are not supported properly yet; planned is a workaround-y way of using Console Vars, but details have to be ironed out yet)

rl rt rg rb rc Internal Call; \$currentStep.(\$nextStep)

-> as in 'readlist', 'readtable', 'readgroup', 'readblackboard' or 'readcue' enforces the previous behavior in case it doesnt work automatically, with the next Value in the Chain being the Var/Key Name

comp Internal call: \$CurrentStep == \$NextStep

=> compare hack (temporary); compares the current result of the Chain with the next single Step

(useful for eg chekcing against an object reference); makes the result boolean.

cv:l => convert to integer Internal call: (\$CurrentStep)i cv:f => convert to float Internal call: (\$CurrentStep)f

cv:component (\$CurrentStep)

=> convert to component – turns a number into an object if possible. This should usually happen automatically by each command if an Object

expected, but you can enforce it with this

typeof => results in the datatype of the current Property Internal Call: typeof \$CurrentStep

distanceto Internal Call: \$CurrentStep.distanceto.(\$NextStep)

-> results in the Distance between the current Object and the following Object. Next Object must be a single location Step. (like a direct Object reference)

# The following Stuff are just additional Tips and have nothing to do with my mod itself:

## Using scriptproperties.html locally (and some additions)

How to get an Apache Server set up to view scriptproperties and jobeditor (sidestepping CORS): (i know it is overkill for this, but im more familiar with it than other methods)

- Download and install XAMPP from <a href="https://www.apachefriends.org/de/index.htm">https://www.apachefriends.org/de/index.htm</a>
   (NOTE: Install to C:/XAMPP or similar, since the Program needs to write to its own Folder, which windows restricts in program files)
   Minimum Installation is sufficient.
- After the Setup ran you should find yourself in the XAMPP control panel.
   In the Line with Apache click on [Config] -> Browse Apache
   Then go in the folder config -> extra and open httpd-vhosts.conf for edit
- Add this Section at the end of the File and point it to your extracted Game Files:

```
<VirtualHost *:80>
DocumentRoot "C:/xampp/htdocs"
ServerName localhost
Alias /x4mod "C:/X4_extracted"
<Directory "C:/X4_extracted">
Options Indexes FollowSymLinks Includes ExecCGI
AllowOverride All
Order allow,deny
Allow from all
Require all granted
</Directory>
</VirtualHost>
```

(Edit both of the C:/X4\_Extracted to point to your extracted game files) Save and close the File.

- back in the XAMPP Control Center click the box left of Apache to set it up as Service (so it starts with Windows), and then click [Start] to the right of it to start the Webserver and open localhost/x4mod
- in a Browser to confirm it is working. You can open the jobeditor.html and scriptproperties.html from here.

Also you can reference the xsd files without having them to move around, just add this to your ai/md files in the root node: <mdscript name= ....... xsi:noNamespaceSchemaLocation="http://localhost/x4mod/libraries/md.xsd" > <aiscript name= ....... xsi:noNamespaceSchemaLocation="http://localhost/x4mod/libraries/aiscripts.xsd" >

#### Useful additional Tricks to improve the reference files

#### Show a full list of Vanilla Macros and also print their respective File Path as Description:

• libraries/scriptproperties.xml – replace the *keyword name="macro"* section:

```
<keyword name="macro" description="Macro lookup">
 cproperty name="<macroname&gt;" result="Macro" type="macro" />
 <import source="../index/macros.xml" select="/index/entry">
  cproperty name="@name" result="@value" type="macro" />
 <import source="../extensions/ego_dlc_split/index/macros.xml" select="/index/entry">
 cproperty name="@name" result="@value" type="macro" />
 <import source="../extensions/ego_dlc_terran/index/macros.xml" select="/index/entry">
  cproperty name="@name" result="@value" type="macro" />
 <import source=".../extensions/ego_dlc_pirate/index/macros.xml" select="/index/entry">
  cproperty name="@name" result="@value" type="macro" />
 </import>
 <import source="../extensions/eqo_dlc_boron/index/macros.xml" select="/index/entry">
  cproperty name="@name" result="@value" type="macro" />
 <import source="../extensions/ego_dlc_timelines/index/macros.xml" select="/index/entry">
  cproperty name="@name" result="@value" type="macro" />
 </import>
</keyword>
```

#### Show Script Param Values in Scriptproperties:

three changes needed:

• libraries/scriptproperties.xml- replace the <keyword name="param" section:

• libraries/scriptproperties.xsl - replace the <xsl:template match="property"> section:

```
<xsl:template match="property">
<span class="propertyname";
   <xsl:value-of select="@name" />
   <xsl:if test="@subname">
    <xsl:text>.</xsl:text>
    <xsl:value-of select="@subname" />
   </xsl·if>
  </snan>
 <xsl:if test="@tupe">
   <xsl:apply-templates select="@type" mode="datatyperef" />
  </xsl:if>
 <xsl:if test="@result">
   <span class="comment">
    <xsl:value-of select="@result" />
   </snan>
  </xsl:if>
 </xsl:template>
```

• scriptproperties.html-replace the function importExternalProperties() function:

```
function importExternalProperties() {
  var loadedfiles = new Object(); // Store loaded files here, so we don't import the same file twice
  var textdbdef = evaluateXPath(xmlDoc.documentElement, "/*/textdb");
  if (textdbdef && textdbdef.length) {
    var textdbfilename = textdbdef(0).getAttribute("source");
    if (textdbfilename) {
      textdbDoc = loadXMLFile(textdbfilename);
  var foundnodes = evaluateXPath(xmlDoc.documentElement, "/*/keyword/import/property");
  for (var i = 0; i < foundnodes.length; ++i) {
    var propertynode = foundnodes(i);
    var importnode = propertynode.parentNode;
    var keywordnode = importnode.parentNode;
    var sourcefile = importnode.getAttribute("source");
    var selectexp = importnode.getAttribute("select");
    var nameexp = propertynode.getAttribute("name");
    var subnameexp = propertynode.getAttribute("subname"); // Add this line to get the subname expression
    var resultexp = propertynode.getAttribute("result");
    var type = propertynode.getAttribute("type");
    var ignoreprefix = propertynode.getAttribute("ignoreprefix");
    if (sourcefile && selectexp && nameexp) {
      var importedxml = loadedfiles(sourcefile);
      if (!importedxml) {
        importedxml = loadXMLFile(sourcefile);
        loadedfiles[sourcefile] = importedxml;
      if (imported×ml) {
        var importedtypes = evaluateXPath(importedxml.documentElement, selectexp);
        for (var j = 0; j < importedtypes.length; ++j) {
          var curtype = importedtypes(j);
          var namenodes = evaluateXPath(curtype, nameexp);
          var subnamenodes = evaluateXPath(curtype, subnameexp); // Add this line to get the subname nodes
(namenodes && namenodes.length > 0 && (namenodes(0).data || namenodes(0).node Value)) {
            var newproperty = xmlDoc.createElement("property");
            // Set property name
            var name = String(namenodes(0).data || namenodes(0).nodeValue);
            if (ignoreprefix && (ignoreprefix == ")" || ignoreprefix == "true") && name.lastIndexOf(".") >= 0) {
              name = name.substr(name.lastIndexOf(".") + 1);
            newproperty.setAttribute("name", name);
             // Set property subname
            if (subnamenodes && subnamenodes.length > 0 && (subnamenodes[0].data || subnamenodes[0].nodeValue)) (
              var subname = String(subnamenodes[0].data || subnamenodes[0].nodeValue);
              newproperty.setAttribute("subname", subname);
            // Set property result (either from text node or attribute value)
            if (resultexp) {
              var resultnodes = evaluateXPath(curtype, resultexp);
              if (resultnodes && resultnodes.length > 0) {
                newproperty.setAttribute("result", convertFormatString(resultnodes[0].data || resultnodes[0].nodeValue));
            // Set property type
            if (type) {
              newproperty.setAttribute("type", type);
            keywordnode.appendChild(newproperty);
```

#### Show Masstraffic Jobs in Jobeditor

libraries/editor.xml:
Replace this:

<file name="jobs.xml" select="/jobs/job[ship and not(masstraffic)]" />
change to:

<file name="jobs.xml" select="/jobs/job" />

#### Add a Column for Loadout Levels in the Jobeditor

• libraries/editor.xml – Add this at the end of the *«columngroup name="Ship" base="ship"*> section:

<column value="loadout/level/@min" name="Loadout Min" type="float" /> <column value="loadout/level/@max" name="Loadout Max" type="float" />