ut_console

User Manual

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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.

About Property Chains

Property Chains (or Expressions) are the Input Values to most Commands. They consist of a Root Property as starting Value, followerd by several Properties each separated by a . (dot)

Lets take these two Property Chains as example to show how they work; For Clarity i will add the debugname of each step if possible rather than the direct output: (Note: these are intentionally made extra-long to show the principle, they are usually way shorter)

Example 1: ptarget.commander.pilot.sector.owner.headquarters

ptarget.debugname

Teladi Kestrel Escort Ship (KES-72)7 [0x18cd2] – Root Property (doesnt require another Value to be based on) for the current Player Target

ptarget.commander.debugname

Stork Resupplier (BUR-654) [0x158e7] - This gets the Commander of the current player target, In this case a Stork Resupplier

ptarget.commander.pilot.debugname

Yagosias Foologos Gobanis X (JSZ-869) [0x19ea7] - This gets the Pilot of the previous commander Ship

ptarget.commander.pilot.sector.debugname

Second Contact (IRB-532) [Ox)def] - This gets the Sector said Pilot is in. Note that you would get the same if you left the .pilot out usually.

ptarget.commander.pilot.sector.owner.knownname

Argon Federation - This gets the Owner of the previous Sector.

ptarget.commander.pilot.sector.owner.headquarters.debugname

Argon Wharf (ESE-484) (0x2e9a7) - This gets the Headquarter Station where the Argon have their HQ/Faction Representative inside.

Example 2: pobject.pilot.parent.parent.parent.parent.parent.parent

pobject.debugname

Stork (RUB-321) [0x3650b] – the Object the Player is currently on

pobject.pilot.debugname

Yahanis Hebalisos Tumulis X (VPR-008) [0x36544] – The Pilot/Captain of the Ship the Player is currently on

pobject.pilot.parent.debugname

Bridge (531-AIO) (0×36543) – the Room the Pilot is currently in

pobject.pilot.parent.<mark>parent</mark>.de<u>bugname</u>

Stork (RUB-321) [0x3650b] – the Object the Room is inside (same as the first step, the Object the Player is currently on)

pobject.pilot.parent.parent.parent.debugname

Empty Space (KMN-732) [0x36362) – the Zone the Ship is currently in (a sub-part of the Sector, which is not visualized in the X4 Map)

pobject.pilot.parent.parent.parent.debugname

Hatikvah's Choice I (IKP-434) [0x34a15] – The Sector the Ship is currently in (the smaller hexes in the map)

pobject.pilot.parent.parent.parent.parent.debugname

Hatikvah's Choice (AYX-867) [0x32dd8] – The Cluster the Ship is currently in (the bigger hexes in the Map)

pobject.pilot.parent.

xu_ep2_universe_macro (XMV-199) [0x5ec9] – the Galaxy; the highest level in the Map Hierarchy

Command Overview

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

Usage: general usage showing all possible inputs with placeholders

Parameters: An explaination of the Parameters if they are specific

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.

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)

Standard Output

Debug Output (usually hidden)

Help/Info Output

&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 0×1551 f.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 sepearately for

each surface Element too if you want.

\$warp

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

Usage: &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, and generating a Report about the Ship Type 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 Smacro_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_I_destroyer_02_a_macro crewskill.15 paintcycletime.1

Output: &checkship ship_par_I_destroyer_02_a_macro crewskill.15 paintcycletime.1

converting ship_par_I_destroyer_02_a_macro from string to macro: ship_par_I_destroyer_02_a_macro

Output File is: logs/ut_console/ ship_par_l_destroyer_02_a_macro report.txt

Effect: Spawns two Odysseus E in front of the 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

&destroy

Destroy the targeted Object (after confirmation) – will also destroy protected Objects after a more strict confirmation (needs to be unlocked)

Usage: &destroy \$exp_object <method>

Parameters: <method> optional: how the Object is to be destroyed. Options are:

explosion (default) noexplosion

Example call: &destroy ptarget noexplosion

Output: &destroy ptarget noexplosion

Destroy TEL Gas Miner Crane E (Gas) // BNN-142? Type in ['y','Y','yes','YES'] to confirm.

Any other Input will abort.

(Confirmation Input): y

Destruction confirmed. TEL Gas Miner Crane E (Gas) (BNN-142) [0x1c675]

will be destroyed with noexplosion now

Effect: The targeted Gas Miner plops out of existence

&readtext

Reading a Text from the Text DB

Usage: &readtext \$Page_id \$t_id <output_method>

Parameters: \$Page_id The Page ID of the Text you want

\$t_id The t ID of the Text you want

<output_method> The Method in which the requested text is outputted, Available are (starting letter or full name):

console (default) popup speak logbook debugtext

Example call: &readtext 10002 1001 speak

Output: &readtext 10002 1001 speak

Effect: Speaks the Text from Page id 10002, t id 1001

&help

Ingame Help Command (depracted; no explaination planned here); Ghelp <topic>

©object

Copying an existing Object (WiP; not working yet): ©object (unsure about Syntax)

&watchui

Print all UI events that happen to the Console (except 'Frame_Advanced' and 'chatwindow_opened' because they are too frequent and counter-productive):

Usage: &watchui <stop>

Parameters: will stop producing output

Example call: &watchui Output: &watchui

05:51:17 event_ui_triggered null MapMenu contextmenu_close null 05:51:17 event_ui_triggered null MapMenu menu_close null 05:51:17 event_ui_triggered null MenuTabScroll MapMenu disabledfsd 05:51:17 event_ui_triggered null TopLevelMenu [OLFOLF]

Effect: Outputs a line whenever an UI event is triggered, Color Code is:

Time event.name event.object ever n event naram2 event naram3

Note It will be difficult to enter commands from all the Input the Chatwindow gets. Have &watchui stop ready in your clipboard!

&watch_event_object

Print all Events that happen for a certain Object (not all implemented yet; only complete if the watched object is the event.object).

Usage: &watch_event_object \$exp_object &watch_event_object stop

Parameters: \$exp_object an expression that returns an object for events to keep track of

will stop all currently active event watchers

Example call: &watch_event_object pobject

Output: Ewatch event object pobject

06:04:43 event_object_left_live_view 0x20b60ec null null null

06:04:43 event_object_changed_zone 0x20b60ec 0x20b6492 0x20b5a4b null 06:04:44 event_object_changed_zone 0x20b60ec 0x20b5d93 0x20b6492 null 06:07:48 event_object_entered_gate 0x20b60ec 0x20b5d94 0x20be407 null 06:07:48 event_object_changed_cluster 0x20b60ec 0x20b6fld 0x20b57ca null

Effect: Outputs a line whenever an Object event is triggered, Color Code is:

> Time event.name event.object event.pa am event.param2 event.param3

Notes It could be difficult to enter commands from all the Input the Chatwindow gets.

Have &watch_event_object stop ready in your clipboard!

event_gravidar_has_scanned is excluded here since its far too spammy (several times per second)

&debugmode

Enable/Disable additional internal Output:

Usage: &debugmode Example call: &debugmode

Output: Debugmode Enabled

Effect: Other Commands may output additional info to track down why something doesnt work.

&cue

Do certain Actions on Cues (can be used to force or re-start missions; be careful, can break stuff) (needs to be unlocked) &cue <action> \$exp_cue \$exp_param

Usage: &cue <action> \$exp_cue \$exp_param

Parameters: <action> action to perform: state – chekcs the cue state

> cancel - cancel the cue reset - reset the cue complete - complete the cue force - forces the cue to trigger

- signals the cue. Optionally takes a Parameter \$exp_param signal

\$exp_cue Expression for the Cue to Perform the Action on

Example call: &cue signal md.NPC_ShadyGuy.ShadyGuy_DEBUG &cue signal md.NPC_ShadyGuy.ShadyGuy_DEBUG Performed Signal Output:

ShadyGuy_DEBUG state was : waiting

Effect: Signals the ShadyGuy_DEBUG Cue, which prints a a List of all existing Shadyguys to the Log.

&unlock

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

Usage: &unlock Example call: **E**unlock Output:

Enables all commands that are marked with (needs to be unlocked) Effect:

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. ((NOTE TO SELF: You should actually implenent this, even if it involvels further messing with lua – some expressions like distanceto make far more sense with this)

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

pconvactor actor/entity the player currently talks to

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 unless indicated otherwise) < ... > indicates an Input Value for that root Property, like a technical name/id for a macro or ware, or numeric coordinates for a position.

Object references see above for explaination (ut_console only)

Sconsole_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.component/object referenced by the following numeric identifier. Use this if the autodetect fails,

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

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

param.cgroupname>.cparamname> 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 and writing.

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.faction.4actionname getting a faction by its name

tag. getting a tag by its name. Will never fail since the tag is created if it doesnt exist yet."

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>	(906)	unlock. <type></type>
warebasket. <id></id>	waregroup. <id></id>	attention. <level></level>	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>
boardingphase. <phase></phase>	blacklisttype. <type></type>	blacklistgroup. <group></group>	waretransport.
orderstate. <state></state>	moodlevel. <evel></evel>	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. <state></state>	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 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 should mostly match the order of an *unsorted* scriptproperties.html (because this groups related properties nicely)

exists	isoperational	iswreck	isconstruction	issurfaceelement	canbeattacked	extension
isextensionpersona	ol 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	trueowner	isplayerowned	isownerless
isknown isrelation	changedisabled	wares	revealedpercentage	: scannedlevel	gravidarfactor	secrecylevel
isactive	isphysicsready	canbedismantled	isfunctiona	ishackabl	isindestructible	ishacked
ishullunrepairable	isrepairable	isinvulnerable	isshieldunrepairable	ismodular	hull	maxhull
hullpercentage	shield	maxshield	shieldpercentage	drop	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	iszonechangepend	ing
numwaypoints	region	ismission	missioncue	suspicious	isradarvisible	
canbepickedup	canbetowed	tugship	throttle	value	buildresourcevalue	repairprice
numsignalleakslots	scuttleeffect	isonlineobject	isvisitor isvisitormi	ssionobject	venture	venturename
masstrafficstartobjed	tmasstrafficendobjec	t hasenginemod	haspaintmod	isunit	isdeployable	unitcategory
deployablecategory	y formationshape	formationradius	isformationrolling	isformationrollmembo	ers formationi	naxshipsperline
isinhazardousregio	n isatnavig	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
isnpcassignmentres	tricted	order	nextorder	defaultorder	orders	buildorders
tradeorders	hasorderloop	commander	toplevelcommander	assignment	commanderentity	
activesubordinateg	oupids	subordinates	subordinategroupdo	ockoverride	subordinategroupid	
subordinategrouppi	otectedsector	subordinategrouppr	otectedposition	subordinategroupre	inforcefleet	
subordinategroupre	supplyatfleet	subordinategroupat	tackonsight	allsubordinates	allcommanders	controlroom
bacyvalkableceem						
haswalkableroom	canhavedynamicint	ellol	hasscanner	longrange	maxscanlevel	combinedskill
iscapturable	boardingoperation		hasscanner boardingbehaviour			combinedskill esistance
	boardingoperation			allmarinesdispatche		
iscapturable	boardingoperation	boardingoperations	boardingbehaviour	allmarinesdispatche	d boardingr ronemode	esistance
iscapturable baseboardingresist	boardingoperation ance minloadoutlevel	boardingoperations boardingstrength	boardingbehaviour constructionsequen	allmarinesdispatche ce defenced hasarmeddefencedr	d boardingr ronemode	esistance Ioadoutlevel
iscapturable baseboardingresist rawloadoutlevel	boardingoperation ance minloadoutlevel	boardingoperations boardingstrength loadoutvariation	boardingbehaviour constructionsequen loadout transportdronemode buildmodules	allmarinesdispatche ce defenced hasarmeddefencedi i isenemylockingon processingmodules	d boardingr rronemode rones hasarmed ismissileincoming	resistance loadoutlevel dminingdrones
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iscapturable baseboardingresist rawloadoutlevel hasarmedtransporto hasshieldmod habitationmodules	boardingoperation ance minloadoutlevel drones productions welfaremodules	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules	allmarinesdispatche ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule	d boardingr ronemode rones hasarmed ismissileincoming dockareas buildprocessor	esistance loadoutlevel dminingdrones hasweaponmod piers buildprocessors
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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:i => convert to integer Internal call: (\$CurrentStep)i cv:f => convert to float Internal call: (\$CurrentStep)f

cv:component Internal call: 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)

paintmod => results in the paintjob ware of the Ship. Internally loops through \$Ship.haspaintmod.(\$ware) till it finds a match

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 https://www.apachefriends.org/de/index.htm
 (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/ego_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:

```
«keyword name="param" description="Access to script parameters in parameters.xml">
«property name="Ell;categorynameEgt;:Ell;paramnameEgt;" result="Script parameter" />
«import source="parameters.xml" select="/parameters/scriptparams/category/param">
«property name="../@name" subname="@name" result="@value" type="string" />
«/import>
«/keyword>
```

• 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 (importedxml) {
        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" />