# ut\_console

## User Manual

## **Contents**

ntroduction.	2
Enabling the Chatwindow / Console	2
-> Using the Commands of this Mod	2
Command Overview	З
>freval	З
Expression Syntax Explaination	4
» Object References	4
-> Root Properties	5
=> Standard Properties	6
=> Special Properties	8
Using scriptproperties.html locally (and some additions)	9
=> Useful additional Tricks to improve the reference files	10
>Show a full list of Vanilla Macros and also print their respective File Path as Description:	10
>Show Script Param Values in Scriptproperties:	10
>Show Masstraffic Jobs in Jobeditor	12
	17

## 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)

#### &eval

Evaluating one or or more Expressions

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

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

output: Geval 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)

#### Setting a Value at the end of a Property Chain/Expression

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

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

&warp \$exp\_object \$exp\_destination

Spawning a Ship for and generating a Report about it for Ship Modding Purposes:

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

#### Destroying an arbitary Object (requires additional confirmation; will attempt to bupass protections)

Edestroy \$exp\_object noexplosion

Reading a Text from the Text DB

&readtext \$Page\_id \$t\_id <output\_method>

Ingame Help Command (depracted):

Ehelp <a href="#">topic</a>

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

#### 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.<a href="faction.4factionname">faction.4factionname</a> 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. <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></behaviour>
boardingphase. <phase></phase>	blacklisttype. <type></type>	blacklistgroup. <group></group>	waretransport. <waretransport></waretransport>
orderstate. <state></state>	moodlevel. <level></level>	weaponmode. <mode></mode>	dronemode. <mode></mode>
dockstate. <state></state>	shiptype. <type></type>	stationtype. <type></type>	roomtype. <type></type>
regiongroup. <group></group>	flightbehaviour. 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		realclass	state	macro	dronbtad	parent
container	controllable	defensibleobject	ship	station	cluster	sector
	room	module	canbelivestreamed	isinternallystored	generationseed	seed
	rawname	knownname	hasbeenrenamed	debugname	position	rotation
velocity	speed	relvelocity	relspeed	attention	size	length
	width	owner	covetownet	trueowner	isplayerowned	isownerless
isknown isrelations	:hangedisabled	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	currentformationwing	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	scuttleeffect	isonlineobject	isvisitor isvisitormi	ssionobject	venture	venturename
masstrafficstartobject	t masstrafficendobject	hasenginemod	haspaintmod	isunit	isdeployable	unitcategory
deployablecategory		formationradius	isformationrolling	isformationrollmembe	ers formationr	naxshipsperline
isinhazardousregior	n isatnaviga	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	tricted	order	nextorder	defaultorder	orders	buildorders
	hasorderloop	commander	toplevelcommander	assignment	commanderentity	
activesubordinategro		subordinates	subordinategroupdo		subordinategroupid	
subordinategrouppro		subordinategrouppr		subordinategroupre		
subordinategroupres		subordinategroupati		allsubordinates	allcommanders	controlroom
	canhavedynamicinto		hasscanner	longrange	maxscanlevel	combinedskill
iscapturable	boardingoperation	boardingoperations	boardingbehaviour	allmarinesdispatche	d boardingr	esistance
iscapturable baseboardingresista	boardingoperation once	boardingoperations boardingstrength	boardingbehaviour constructionsequen	allmarinesdispatche ce defenced	d boardingr ronemode	esistance Ioadoutlevel
iscapturable baseboardingresista rawloadoutlevel	boardingoperation ance minloadoutlevel	boardingoperations boardingstrength loadoutvariation	boardingbehaviour constructionsequen loadout	allmarinesdispatche ce defenced hasarmeddefencedr	d boardingr ronemode ones hasarmec	esistance loadoutlevel Iminingdrones
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd	boardingoperation ance minloadoutlevel rones	boardingoperations boardingstrength loadoutvariation miningdronemode	boardingbehaviour constructionsequen loadout transportdronemode	allmarinesdispatcher ce defenced hasarmeddefencedr risenemylockingon	d boardingr ronemode ones hasarmec ismissileincoming	esistance loadoutlevel Iminingdrones hasweaponmod
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod	boardingoperation once minloadoutlevel rones productions	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules	boardingbehaviour constructionsequen loadout transportdronemode buildmodules	allmarinesdispatcher ce defenced hasarmeddefencedr isenemylockingon processingmodules	d boardingr ronemode ones hasarmec ismissileincoming dockareas	esistance loadoutlevel Iminingdrones hasweaponmod piers
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules	boardingoperation ence minloadoutlevel rones productions welfaremodules	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules	allmarinesdispatcher ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule	d boardingr ronemode ones hasarmec ismissileincoming dockareas buildprocessor	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules freebuildprocessor	boardingoperation ance minloadoutlevel rones productions welfaremodules freebuildprocessors	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigno	allmarinesdispatcher ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject daimedsa	d boardingr ronemode ones hasarmed ismissileincoming dockareas buildprocessor blvage haswave	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors protection
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportol hasshieldmod habitationmodules freebuildprocessor hasmasstraffic	boardingoperation on the control of	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build	allmarinesdispatcher ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject daimedsa buildanchor	d boardingr ronemode ones hasarmed ismissileincoming dockareas buildprocessor alvage haswave canbuildships	esistance loadoutlevel lminingdrones hasweaponmod piers buildprocessors protection canequipships
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships	boardingoperation boardingoperation boardingoperation minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo	allmarinesdispatcher ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject daimedsa buildanchor products	d boardingr ronemode ones hasarmed ismissileincoming dockareas buildprocessor alvage haswave canbuildships research	esistance loadoutlevel lminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstructes	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor ction supplyresources	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares	almarinesdispatcher ce defenced hasarmeddefenceder isenemylockingon processingmodules buildmodule edobject daimedsa buildanchor products buyprices	d boardingr ronemode ones hasarmed ismissileincoming dockareas buildprocessor alvage haswave canbuildships research sellprices	esistance loadoutlevel lminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices	boardingoperation boardingoperation boardingoperation board with a second productions welfaremodules freebuildprocessors buildingmodule hasplannedconstructivesources waretransport	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney	allmarinesdispatcher ce defenced hasarmeddefenceder isenemylockingon processingmodules buildmodule edobject daimedsa buildanchor products buyprices istraderestricted	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor olvage haswave canbuildships research sellprices hastradesubscription	esistance loadoutlevel lminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstructives waretransport subscription	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor ction supplyresources productionmoney supplies	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders	allmarinesdispatcher ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject claimedsa buildanchor products buyprices istraderestricted money	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor olvage haswave canbuildships research sellprices hastradesubscription hasownaccount	esistance loadoutlevel lminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices n isaccountholder
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstructures waretransport subscription maxbudget	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney	allmarinesdispatchei ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject claimedsa buildanchor products buyprices istraderestricted money spawntime	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor olvage haswave canbuildships research sellprices hastradesubscription hasownaccount type	esistance loadoutlevel lminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices isaccountholder typename
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstructures waretransport subscription maxbudget actors	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor stion supplyresources productionmoney supplies buildpricefactor assigneddock	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize	allmarinesdispatcher ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject claimedsa buildanchor products buyprices istraderestricted money spawntime dock	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor olivage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices n isaccountholder typename ichance
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstructuresources waretransport subscription maxbudget actors maxyawspeed	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor ction supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed	allmarinesdispatchei ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject daimedsa buildanchor products buyprices istraderestricted money spawntime dock speedlimit	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor olivage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices isaccountholder typename ichance parkedat
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdl hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstructives waretransport subscription maxbudget actors maxyawspeed regiondamageprotect	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor ction supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname	allmarinesdispatchei ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject daimedsa buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor olvage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices isaccountholder typename ichance parkedat jobexpired
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdi hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstructuresources waretransport subscription maxbudget actors maxyawspeed regiondamageprotection jobmainsector	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor ction supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid	allmarinesdispatchei ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject daimedsa buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor olivage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices n isaccountholder typename ochance parkedat jobexpired warebasket
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportdl hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstructives waretransport subscription maxbudget actors maxyawspeed regiondamageprotectionvessel	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor ction supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower	allmarinesdispatchei ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject daimedsa buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablem	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor alvage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices isaccountholder typename ichance parkedat jobexpired
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector isoupplyship	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed tion job jobmainzone iscapitalship movementrefobject	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment	allmarinesdispatchei ce defenced hasarmeddefencedre isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablen cantowobjects	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor alvage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject	esistance loadoutlevel lminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices n isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector innvessel issupplyship oxygenempty	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage	allmarinesdispatchei ce defenced hasarmeddefencedre isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablen cantowobjects oxygentimeremainin	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor blyage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices n isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage canhavebuildstorage	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector ionvessel issupplyship oxygenempty e	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow istradestation	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage isshipyard	allmarinesdispatchei ce defenced hasarmeddefencedre isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablen cantowobjects oxygentimeremainin iswharf	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor blyage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject	esistance loadoutlevel lminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices n isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector ionvessel issupplyship oxygenempty e ispiratebase	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage isshipyard isfactionheadquarte	allmarinesdispatchei ce defenced hasarmeddefencedre isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablen cantowobjects oxygentimeremainin iswharf	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor blyage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices n isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage canhavebuildstorage isrecyclingfacility	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector ionvessel issupplyship oxygenempty e ispiratebase	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow istradestation isheadquarters	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassignation build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage isshipyard isfactionheadquarte ation isplanned	allmarinesdispatchei ce defenced hasarmeddefencedre isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablen cantowobjects oxygentimeremainin iswharf	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor blyage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject ig isequipmentdock isplannedshipyard	esistance loadoutlevel Iminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices n isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod buildstorage isdefencestation splannedwharf
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage canhavebuildstorage isrecyclingfacility isplannedequipment isguided	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector ionvessel issupplyship oxygenempty e ispiratebase redock	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow istradestation isheadquarters isplanneddefencesta	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigna build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage isshipyard isfactionheadquarte ation isplanned on	allmarinesdispatchei ce defenced hasarmeddefencedr isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablen cantowobjects oxygentimeremainin iswharf rs Irecyclingfacility	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor blyage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject 19 isequipmentdock isplannedshipyard isscheduledfordecor launcher	esistance loadoutlevel dminingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices n isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage canhavebuildstorage isrecyclingfacility isplannedequipment isguided exit	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector ionvessel issupplyship oxygenempty e ispiratebase redock destinations	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow istradestation isheadquarters isplanneddefencesta istransitiondestinatic entryhighway	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassignation build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage isshipyard isfactionheadquarte ation isplanned	allmarinesdispatched defenced hasarmeddefencedres isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablem cantowobjects oxygentimeremainin iswharfes Irecyclingfacility istransitionsource	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor dvage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject ig isequipmentdock isplannedshipyard isscheduledfordecor launcher highway	esistance loadoutlevel dininingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod  buildstorage isdefencestation splannedwharf instruction destination entry
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage canhavebuildstorage isrecyclingfacility isplannedequipment isguided exit sequence	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector ionvessel issupplyship oxygenempty e ispiratebase rock destinations isaccelerator islocked	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow istradestation isheadquarters isplanneddefencesta istransitiondestinatic entryhighway ispartiallyunlocked	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage isshipyard isfactionheadquarte ation isplanned on exithighway isunlocked	allmarinesdispatcheice defenced hasarmeddefencedre isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablem cantowobjects oxygentimeremainin iswharf restrecyclingfacility istransitionsource waitingship	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor blyage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject 19 isequipmentdock isplannedshipyard isscheduledfordecor launcher	esistance loadoutlevel dininingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod  buildstorage isdefencestation splannedwharf instruction destination
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage canhavebuildstorage isrecyclingfacility isplannedequipment isguided exit sequence rarity	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector ionvessel issupplyship oxygenempty e ispiratebase rodock destinations isaccelerator	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow istradestation isheadquarters isplanneddefencesta istransitiondestinatic entryhighway	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigne build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage isshipyard isfactionheadquarte ation isplanned on exithighway isunlocked	allmarinesdispatcheice defenced hasarmeddefencedre isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership canhaveattackablem cantowobjects oxygentimeremainin iswharf restrecyclingfacility istransitionsource waitingship isadvanced base	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor divage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject ig isequipmentdock isplannedshipyard isscheduledfordecor launcher highway currentyield ispersistent	esistance loadoutlevel dininingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod  buildstorage isdefencestation splannedwharf instruction destination entry maxyield isprivate
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage canhavebuildstorage isrecyclingfacility isplannedequipment isguided exit sequence rarity	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector ionvessel issupplyship oxygenempty e ispiratebase rock destinations isaccelerator islocked unbundle isbusy	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow istradestation isheadquarters isplanneddefencesta istransitiondestinatic entryhighway ispartiallyunlocked isdroppedcontainer	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassigna build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage isshipyard isfactionheadquarteation isplannecton exithighway isunlocked blueprints buildmacros	allmarinesdispatcheice defenced hasarmeddefencedre isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership cantowobjects oxygentimeremainin iswharf is literactionsource waitingship isadvanced base constructingcompone	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor divage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject ig isequipmentdock isplannedshipyard isscheduledfordecor launcher highway currentyield ispersistent	esistance loadoutlevel dininingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod  buildstorage isdefencestation splannedwharf nstruction destination entry maxyield isprivate ngmodule
iscapturable baseboardingresista rawloadoutlevel hasarmedtransportd hasshieldmod habitationmodules freebuildprocessor hasmasstraffic cansupplyships originalproduct buildsellprices haspermanenttrades minbudget numfreeactorslots maxspeed pickedupobject jobcommander isdeployedconstruct canbeclaimed takesregiondamage canhavebuildstorage isrecyclingfacility isplannedequipment isguided exit sequence rarity rooms	boardingoperation once minloadoutlevel rones productions welfaremodules freebuildprocessors buildingmodule hasplannedconstruct resources waretransport subscription maxbudget actors maxyawspeed regiondamageprotect jobmainsector ionvessel issupplyship oxygenempty e ispiratebase rock destinations isaccelerator islocked unbundle isbusy vessel	boardingoperations boardingstrength loadoutvariation miningdronemode storagemodules defencemodules dismantletarget buildingprocessor tion supplyresources productionmoney supplies buildpricefactor assigneddock maxpitchspeed ction job jobmainzone iscapitalship movementrefobject oxygenlow istradestation isheadquarters isplanneddefencesta istransitiondestinatic entryhighway ispartiallyunlocked isdroppedcontainer isbuilding	boardingbehaviour constructionsequen loadout transportdronemode buildmodules connectionmodules isdismantlingassignation build cargo tradewares wantedmoney supplyorders tradewaremoney docksize maxrollspeed jobname encounterid islasertower environment oxygenpercentage isshipyard isfactionheadquarteation isplannecton exithighway isunlocked blueprints buildmacrostionvessel	allmarinesdispatcheice defenced hasarmeddefencedre isenemylockingon processingmodules buildmodule edobject claimedse buildanchor products buyprices istraderestricted money spawntime dock speedlimit isjobship isencountership cantowobjects oxygentimeremainin iswharf is literactionsource waitingship isadvanced base constructingcompone	d boardingronemode ones hasarmed ismissileincoming dockareas buildprocessor blyage haswave canbuildships research sellprices hastradesubscription hasownaccount type dockslot hidecargo canenterhighway isrequestedjobship constructionmodule nodules towedobject tog isequipmentdock isplannedshipyard isscheduledfordecor launcher highway currentyield ispersistent ents construction	esistance loadoutlevel dininingdrones hasweaponmod piers buildprocessors protection canequipships dockingenabled buildbuyprices isaccountholder typename ochance parkedat jobexpired warebasket hasshipmod  buildstorage isdefencestation splannedwharf nstruction destination entry maxyield isprivate ngmodule

doctoración         validatemobile         duminimiento         feremissionactratival         solocionactoriologionezó         esternale         junificación consistante         solocionacy         solocionacy </th <th>totaltime</th> <th>canabortbuild</th> <th>queuedbuild</th> <th>currentslotresources</th> <th>stepresources</th> <th>laststepresources</th> <th></th>	totaltime	canabortbuild	queuedbuild	currentslotresources	stepresources	laststepresources	
dockarea walkolemotule du, maintreior (reemissionactorola) softronteel assigned production of per isotoring authorochingallowed isotoromic per isotoring allowed isotoromic per isotoring per isotorin	neededslotresource	s neededse	equenceresources	recycled	isventuremodule	venturedocks	ventureships
sected external sistoracy isdockingallowed sunitobookingallowed indockongallowed indockated political poli	numpierdocks	isproducing				requireditems	iswalkable
seminarotoringaloveet is beauthroosis duot state buildingallowed statedingallowed splauperinity semiturerinity venturelations hasentipos entre pos paseutos venturerinity venturelations hasentipos entre posteria venture productivate incorporativa productivate p	dockarea	walkablemodule	dynamicinterior	freemissionactorslot	slotcontext	assignedship	pier
jesqueruni j svenitrum verhiterolity verhiterolity schrifty od job isordusverdensionisty octionogic contortiques allocalientage undertherebotis superinterebotis incomediculare ignresentation systemic planets exercelectationate verberebotis incomediculare ignresentation systemic planets exercelectationate or verberebotis exercited controllerity incomediculare incomediculare ignresentation systemic planets exercelectationate or verberebotis exercited controllerity incomediculare inco	docked	external	isstorage	isdockingallowed	isunitdockingallowed	d isundocki	ngallowed
secunium, secunium, secunium, secunium, suciohin god jobs insexulusivetrorextensionipobs facilionalogicularioras autenale allianelis averagedislanerelorototoxa weragemanujeld iscontested contestinational properties and a series averagedislanerelorotoxa segorio containithewave weraprediorotoroscuros policierations hasprioritim, iscontested contestinational properties and a series	isunitundockingallov	ved	todockpos	launchpos	dockstate	isbuildingallowed	istradingallowed
coeffortinges allocation age intermediated controllaries averagemental view of expresentatives in presentation supermitted controllaries averagemental controllaries and adjacent zones haspariotist controllaries and adjacent zones haspariotist controllaries and adjacent zones haspariotist controllaries adjacent zones haspariotist controllaries included or origin incidente page incidente processor or coefficiente incidentifications in coefficiente incidentifications incidente processor or coefficiente processor	isplayeronly	isventureronly	ventureplatform	hasentrypos	entrypos	hasexitpos	exitpos
planets averagedistancetolockox averagema-yijekt iscontested contestingations contestingations contestingations contestingations contestingations or inspirations or inspirati	economy	security	sunlight	god	jobs isexclusiv	eforextensionjobs	factionlogic
neshazardousregion containshhewave wavenutectionresources goliceatation typicallockomanco corposition crosesize adjacentronnes hasprointy is identification or included origin junctions entry iumopate extijumopate controlpost role notebled filteroveride iconoveride occupationname iconorace page isfemale savalar iscomnable iscontrolenthi isintransi isransferscheduler istemotecomable iscontrolenthi isintransi isransferscheduler istemotecomable iscontrolenthi isintransi isransferscheduler istemoterary isransferscheduler istemoterary inventory stock shouldromplayer dustpread inspeaktine experienceprogress neededexperience inventory stock shouldromplayer and bruddwamplaged unspeak isspeaktine separience inventory stock shouldromplayer inventory shouldwamplaged unspeak isspeaktine separience inventory stock shouldromplayer inventory shouldwamplaged inventory shouldwamplaged inventory should inventory inventory should should be suppreaded interest inventory sh	locationtags	alllocationtags	yieldthresholds	representatives	isnormalcluster	ispresentation	systemid
consistabled origin jurcitone entrologos incomandane islocalizario dosestonitario au incomandane islocalizario adosestonitario au incomandane islocalizario desentato incomanda	planets averaged	istancetolockbox	averagemaxyield	iscontested	contestingfactions	hasgravidarobscurir	ngregion
setisabled origin junctions entrujumopate exitumpoate constrointopate rustomandier customander orientality orienta		n containstt		ectionresources		typicallockboxmacro	coreposition
controlopost role (electrice) interventos convertide convertide isministrante isconfrolentity isritanasti isavantarias isramaterischeduled istemporary ishidden podarivaltime comisolo floorlags iswalking slowwalkspeed valkspeed unspeed isspeaking spisepastime experienceprogress neededexperience controlled assignedcontrolled spacesuil inventory israedevible repetition of the propertion of	coresize	adjacentzones					issuperhighway
iscening islemale islemale islemale islemale islemale islematorismable islematorismable iscontrolnity isliminarisi islamaterscheduled islematoriany ishidden poderivalime comision liboritays iswaking slowwalkspeed walkspeed unspeed ispeziking sinspeaking lastspeaking experienceprogress neededexperience controlled assigned.com/rolled ispacesultiment is subject to the properties of the properties of the properties of the properties is properties of the properties of the properties is properties is properties in inconversation is read-united is properties is properties in inconversation is properties is properties in inconversation is properties is properties in inconversation in inconversation is properties in inconversation in inconversation is properties in inconversation in inconversation is processing buildobject in inconversation in inconversation in inconversation in inconversation in processing buildobject in inconversation in inconversation in inconversation in inconversation in processing buildobject in inconversation in inconversation in processing buildobject in inconversation in incon				_,	=		
isremotecommable iscontrolentity isintransit sitamasferscheduled istemorary ishidden podarivaltine roomslot inortags iswaking slowwalkspeed valkspeed unspeed isspeeking isspeeking productionally isspeeking productionally isspeeking speeking productionally isspeeking isspeeking controlled assignedontrolled spacesuil isspeeking tradesvisible laceculscene productional inortage isspeeking tradesvisible laceculscene productional inortage isspeeking iss	controlpost	role	,				icon
inscripcionalistici (an invention) siscolaring is walking stowaskepeel valkepeed insepeation invention stock shouldinformplayer shouldwamplayer istradecomputer isopacesulti-spa	lace						
pisnspeakvange lastspeaklime experienceprogress neederekeperienze controlled assignectoontrolled spacesuif spacesuifmacro inventory stock shouldinformplayer shouldwarmplayer ishadevormouter offersmounth controloposition available source amount desiredamount volume offervolume elebitveprice quanitufactor volume offervolume minvolume price unitprice ishadevormouter price unitprice ishadevormouter minvolume price unitprice unitprice ishadevormouter minvolume price unitprice unitprice bulginee ishadevormouter price unitprice bulginee ishadevormouter price unitprice unitprice ishadevormouter price unitprice unitprice bulginee ishadevormouter price unitprice unitprice ishadevormouter price unitprice unitprice ishadevormouter price unitprice unitprice unitprice unitprice unitprice ishadevormouter price unitprice unitprice unitprice unitprice unitprice isologier processormouter ishadevormouter price unitprice u		_					
spacesulmacro   myentory   stock   shouldinfamplayer   shouldwamplayer   shadecomputer   isshaduguyy   mace   sindependent   faceculscene   paceulscene   mode   srepairing   sinhing   scombat   hasdoth   mode   srepairing   sinhing   scombat   saredylofite   mode   srepairing   sinhing   scombat   saredylofite   mode   srepairing   sinhing   scombat   saredylofite   mode   srepairing   sinhing   staticatiset   staticatis	roomslot	-					
isindependent iradesvisible faceoulscene nodemplete targetslot currentchair hasolahingmod israedylofire mode israegistion seraetylofire mode israegistion israedylofire group offset staticrofation desiredamount with a staticrofation offset outling offset staticrofation israedylofire plant israedylofire plant israedylofire israedylofire plant israedylofire israedylofire plant israedylofire israedylofire plant israedylofire israedylofire israedylofire plant israedylofire israedylofire israedylofire plant israedylofire israedy						_	
hasbool isinconversation isreadylofire mode sirepairing ismining iscombat on component lags group offiset staticoffset staticofation controloposition component lags group offiset staticofation offiset staticofation offised source controloposition available buyer seller isbuugiffer issellotre isoffer isoffer source staticofation offised ware amount desiredamount offised munitipatice inimation desiredamount offised produce offervolume offervolume price unitipatice inimation minorice isotylepside produce isofferound produce isotylepside isosoffwareoniupuggade isosoftwareoniupuggade isosoftwareoniupugade isosoftwareoniupuga	spacesuitmacro						
barrelposition component tags group offset staticoffset staticoffset buger seller isother ware amount desiredamount offeranounth transferredamount minamoun offeranounth price untiprice untiprice imbandunger isother isother imbandunger imbandunger isother isother imbandunger imbandunger isother isother imbandunger isother isother imbandunger isother imbandunger isother isother imbandunger isother isother imbandunger isother isother imbandunger isother imbandunger isother imbandunger isother imbandunger isother imbandunger isother imbandunger imb					_		
controlposition available buyer seller isbuyoffer isselloffer isoffer amount desiredamount offeranount transferredamount minorion offeranount uniprice minorion offeranount uniprice uniprice improfice uniprofice iswareexchange iswareexchange issubuyerpassive issellerpassive iscancelled isselphobild isrequieshipbuild isrequieshipbuild isrequieshipbuild isrepassing buildobject construction faction faction faction improved isselphobild isrepassing buildobject construction faction faction faction improved isselphobild isrepassive isrestock obsordere attackers approachingoods boardingapproachithreshold boardingingoods attackers approachingoods boardingapproachithreshold boardingingoods obsordered isrestood to a script can precursor isselable count list candominate including the precursor isselable count list candominate including the precursor isselable count list candominate including the precursor isselable count list candominate is solveride isrunning max average x y y z yaw pitch roll inverse forward ight roll inverse	hastool					_	
serider ware amount desiredamount offeramount transferredamount minamoun offeramount volume offervolume minordume price untiprice untiprice minorice selfree iswareexchange ischiptorice iscrewexchange ischiptorice iscrewexchange issulverpassive issellerpassive iscancelled isexplanian isupgrade issoftwareonlyupgrade isrestock isre							
destroyedamount volume offervolume minvolume price unitprice minprice behiveprice quantityfactor hasdynamicprice stocklevel bundle tradeoffer buyfree iswareexchange iswareexchange iswareexchange iscreugleshipbulld isexpansion isupgrade isoftwareonlyupgrade isosflwareonlyupgrade isosflw					_		
relativeprice iswareexchange isshiptoship iscrewexchange isspensive iscancelled isshipmodification isprocessing buildobject construction faction time consumables boarding abproach threshold barding isrestock isseller passive iscancelled isshipmodification isprocessing buildobject construction faction time consumables boarding approach threshold bearding isrestock is selected in the consumables obarding approach threshold bearding isrestock is summing in the consumable count list randomic requiredskill clone last randomic randomic randomic requiredskill clone last randomic ran							
sellfree iswareexchange isshiptoship iscrewexchange isbuyerpassive issellerpassive isracelled isshiptoulid iseracyteshiptoulid isexpansion isupgrade issoftwareonlyupgrade isestionation faction time consumables to additionable isexpansion isupgrade issoftwareonlyupgrade is isractock isestionation attackers approachingpoots boardinghase boardingapproachthreshold boardinginsertionthreshold description minetalion precursor isselable count list random minetalion precursor isselable count list random investion in minetalion precursor isselable count list random investion isselable count list random investion in minetalion precursor isselable count list random investion investe forward particular and precursor isselable count list randominange min random isselable count list randominange min randominange min precursor isselable count list randominange min randominange min randominange min randominange min randominange min precursor isselable count list randominange min randominange mi	_						
isshipoulid isrecycleshipoulid isexpansion isupgrade issoftwareonlyupgrade isrestock isshipmodification ispracessing buildobject construction faction time consumables boarding aboardee attackers approaching page boarder boarding approaching is soveride is sunning its randominange min random is soveride is sunning max a verage x y y z yaw pitch roll inverse forward primary accomponents of the propriet and propriet is sunning is a proaching primary accomponents of the propriet is sunning is sunning with a primary accomponents of the propriet is sunning is supposed to a propriet is sunning is sunning with a primary accomponent of the primary a							
sishipmodification isprocessing buildobject construction faction time consumables boardnee attackers approachingpose boardingphase boardingapproachthreshold boardinginsertion threshold description minrelation precursor issellable count list random id script canplayercancel isinfinite isintop isoverride isrunning max average x y z y z y y pitch roll inverse forovard right up shorthame prefixname pagetismane pagetismane prefixname pagetismane pagetismane prefixname pagetismane prefixname pagetismane prefixname pagetismane isrelationlocked licences isogressive isconomic ispolice isprotective willclaimspace representative issintended iscargo iscrafting isvolatile isgift israre isdronallowed isresearchable illegal objectmacro objectmacro doskrizes productionvolume opticalingmod clothingmodquality isprocessed table forough isintended isolation enemy active version active version objective objectivendime occupiedship platform conversation conversation conversation oconversation scanlevel debug issorteemen isversion issore issued objective objectiv				· -			
boardee aftackers approachingpods boardingsphase boardingsproachthreshold boardingsertionthreshold description minrelation precursor isselable count list random id script canplayerancel isinfilite isinloop isoverride isrunning max average x y z y aw pitch roll inverse forward right up shortname prefixname spacename homespacename primaryrace knowntoplayer defaultpolicefaction coalition teanname customteamname isrelationlocked licences isaggressive iseconomic ispolice isportective willcaimspace representative headquarters doesresupply averageprice maxprice pricerange insupportage isingentation description is scription objection objection is spolice is processed liegel objectmacro objectcount software is weaponmod is equipmentmod equipmentmodquality isporcessed table free capacity purposemame docksizes productionvolume consumptionvolume cargocapacity allowedowners allowedwares naxirelation enemy active version static issumeric isstring femalename pluralmane tag hirable tiers skillipes naxirki page of isinglification active isinglification platform entity galaxy computer active isinglification isinglification platform entity galaxy computer active isinglification isinglification isinglification active isinglification platform entity galaxy computer active isinglification isingl				. =			
description minrelation precursor issellable count list random dot script canplayercancel isinfinite isinloop isoverride isrunning trade operation requiredskill clone last randominrange min ready average x y z z yaw pitch roll inverse forward primary active precision to defaultpolicefaction coalition teamname customteamname isrelationlocked licences isaggressive iseconomic ispolice isporterive willclaimspace representative headquarters doesresupply averageprice maxprice pricerange transporttag isriventory issamo iscargo iscrafting isvolatile isgift israre isotropallowed isresearchable illegal objectmacro objectcount objectcount spoility israer ispontage purposename docksizes productionvolume consumptionvolume consumptionvolume acquipmentmod equipmentmodquality ispontage active version staffic st			•				
rade operation requiredskill clone last randominrange min max average x y z yaw pitch roll inverse forward forward player defaultpolicefaction requiredskill clone last randominrange min forward properties of the properties of th							
rade operation requiredskill clone last randominrange min forward average x y y z yaw pitch roll inverse forward inverse profixame spacename homespacename primaryrace prefixame spacename homespacename primaryrace isrelationlocked licences isaggressive iseconomic ispolice isprotective willclaimspace representative isammo iscargo iscrafting isvolatile isgift israre isforopallowed isequipmentmod equipmentmodquality ispolice ispolice representative ispolitic ispolit							
right up shortname prefixname spacename spacename homespacename primaryrace defaultpolicefaction coalition teamname customteamname isrelationlocked licences heldlicences isaggressive iseconomic ispolice isportective willclaimspace representative headquarters doesresupply averageprice maxprice pricerange transporttag isinventory issammo iscargo iscrafting isvolatile isgift israre isdropallowed sisseserchable illegal objectmacro objectnount ssoftware ispaintmod paintmodquality isprocessed table free capacity purposemacro docksizes production volume consumption volume cargocapacity allowedowners allowedwares maxrelation enemy active version static staticbase namespace library isinstance hasmissionoffer hasmission hasquidance offendations missiontulpe conversation conversation conversation conversation siniculiscreencutscene isinfulliscreenmenum isoroexistion speakpriority spaenover index element key or canacityate isopaever index element key or canacityate isopaever index element key or canacityate version isonomendedimodule isopaever index element key null intended paint production of the produc							_
shorthame prefix name spacename homespacename primaryrace knowntoplayer defaultpolicefaction calition teamname customteamname isrelationlocked licences isaggressive iseconomic isponice isponicetive will dainnespace representative headquarters doesresupply averageprice maxprice pricerange transporting isinventory issummo iscargo iscretting isvolatile isgift israre isdropallowed isespilomed iselpinomod isequipmentmod equipmentmoduality ispaintmod paintmodquality ispaintmod paintmodquality ispaintmod paintmodquality ispaintmod paintmodquality purposenare docksizes productionvolume consumptionvolume cargocapacity allowedowners allowedowares maxrelation enemy active version static staticbase namespace missionandime objective objectiveendtime actor isnumeric issummo conversation conversation conversation conversation conversation conversation conversation conversation siscontrolposition sincontrolposition speakpriority flightassist isdockuiactive hasemergencyeject issemergencyeject-tive shouldplayershipswaitforplayer isdockuiactive hasemergencyeject isemergencyeject-tive shouldplayershipswaitforplayer isonaline componentstate killmethod relationchangereason flight evel alertlevel componentstate componentstate componentstate componentstate componentstate shouldper activity and propose controlpanelitype signalleaktype blacklistype blacklistype moodlevel orderstate datage cuestate notification string componentstate datage componentstate shouldper regiongroup none down left							
Informatioplayer defaultpolicefaction coalition teamname customteamname isrelationlocked licences isaggressive iseconomic ispolice isprotective willcalmispace representative headquarters doesresupply averageprice maxprice pricerange transporting isinventory bisammo iscargo iscrafting isvolatile isgift israre isdropallowed isespentable illegal objectmacro objectcount software isweaponmod isenginemod issinipmod isequipmentmod equipmentmodquality ispaintmod paintmodquality ispaintmod paintmodquality objectives objective objectives objec		-	_	_			
heldicences isaggressive iseconomic ispolice isprotective willdaimspace representative headquarters doesresupply averageprice maxprice pricerange transporttag isinventory isinsedupaters doesresupply averageprice maxprice pricerange transporttag isinventory isinsedupaters iscarding isvolatile isgift issare isdropallowed isequipmentmod objectmacro objectcount software isweaponmod isenginemod isequipmentmod equipmentmodquality ispaintmod paintmodquality purposemane docksizes productionvolume consumptionvolume cargocapacity allowedowners allowedowners maxrelation enemy active version static staticbase namespace ibrary isinstance hasmissionoffer hasmission hasguidance offerlocations missiontype femalename objective objectiveendtime actor isinumeric isstring femalename pluralname tag hirable fiers skilltypes maxmk age accupiedship platform entity galaxy computer activity autopilottarget conversation conversation conversations conversations conversation conversation conversation because isinfullscreenmenu isonodical playertaxivaliforplayer shouldplayershipswaliforplayer isodockulactive hasemergencyeject isemergencyejectactive isomendedescription speakpriority flightassist isodockulactive hasemergencyeject isemergencyejectactive isomendedescription angle hitpoints largeint float angle hitpoints largeint float angle hitpoints largeint general componentstate killmethod relationchangereason flightbehaviour datapector componentslate killmethod command commandaction componentslate killmethod controlpanellype signalleaktype blacklistype moodlevel orderstate datatype cuestate notification string componentslot icence vector quadrant unlock weaponmode dronemode down left							
headquarters doesresupply averageprice maxprice pricerange transportlag isinventory ispanno iscargo iscrafting isvolatile isgift israre isdropallowed isresearchable illegal objectmacro objectcount software isweaponmod isenginemod isschieldmod isshipmod isequipmentmod equipmentmodquality isprocessed table free capacity purposemacro purposename docksizes productionvolume consumptionvolume cargocapacity allowedowners allowedowners maxrelation enemy active version static staticlasse namespace initiative objective objective objective enditine active issumeric isstring femalename objective objective enditine active issonendime issonendime objective objective enditine active issonendime objective issonendime objective issoneropence issoneropence issoneropence issoneropence issoneropence issoneropence issoneropence issoneropence objective isoneropence objective issoneropence objective isso							
iscargo iscaffing isvolatile isgift israre isdropallowed isresearchable illegal objectmacro objectcount ssoftware isweaponmod isenginemod isschipmod iscolingmodulity isprocessed table free capacity purposemacro purposename docksizes productionvolume consumptionvolume cargocapacity allowedowners allowedwares maxrelation enemy active version static staticbase namespace ibrary isinstance hasmissionoffer hasmission hasguidance offerlocations missiontype implications objective							
isresearchable illegal objectmacro objectcount ssoftware isweaponmod isenginemod isshipmod isenginemod isequipmentmod equipmentmodquality ispaintmod paintmodquality opaintmodquality opaintmod opaintmodquality opaintmodquality opaintmod opaintmodquality opaintmod opaintmodquality opaintmod opaintmodquality opaintmod opaintmodquality opaintmodquality opaintmodquality opaintmodquality opaintmodulity opaintmodulity opaintmoduality opaintmodulity opaintmodu							_
isshieldmod isshipmod isequipmentmod equipmentmodquality ispaintmod paintmodquality isclothingmod clothingmodquality isprocessed table free capacity purposemacro purposename docksizes productionvolume consumptionvolume cargocapacity allowedowners allowed		_					
isclothingmod clothingmodquality isprocessed table free capacity purposemacro purposename docksizes productionvolume consumptionvolume cargocapacity allowedowners allowedowners ibrary enemy active version static staticase namespace ibrary isinstance hasmissionoffer hasmission hasguidance offerlocations missiontype demoleration objective objective objective objective objectivenedtime actor isnumeric isstring femalename pluralname tag hirable tiers skilltypes maxmk age occupiedship platform entity galaxy computer activity autopilottarget conversation conversationator hasactivemission activemissiontype activemissionwaypoint hasacceptedonlinemission issuffullscreencutscene isinfullscreenmenu isvrversion isvrmode chardensity modulename moduledescription speakpriority flightassist isdockuiactive hasemergencyeject isemergencyejectactive shouldplayertaxiwaliforplayer shouldplayershipswaliforplayer isonline canactivateliveview recommendedmodule isgameover index element key null integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour dightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype componentstot licence vector quadrant unlock weaponmode dronemode shiptype stationtype roomtype regiongroup none		_					_
purposename docksizes productionvolume consumptionvolume cargocapacity allowedowners allowedwares maxrelation enemy active version static staticbase namespace ibrary isinstance hasmissionoffer hasmission hasguidance offerlocations missiontype discionendlime objective objectiveendtime actor isnumeric isstring femalename alor skilltypes maxmk age occupiedship platform entity galaxy computer activity autopitotarget conversation conversationator hasactivemission activemissiontype activemissionwaypoint hasacceptedonlinemission isincontrolposition scanlevel debug isscreenshotmode screenshotmode ismapeditoractive isinfullscreencutscere isinfullscreenmenu isvrversion isvrmode chardensity modulename indudedescription speakpriority flightassist isdockulactive hasemergencyeject isemergencyejectactive shouldplayertaxiwaitforplayer shouldplayershipswaitforplayer isonline canactivateliveview recommendedmodule isgameover index element key null index element key null index element key null index element key null independent componentstate killmethod relationchangereason flightbehaviour relationchrongereason flightbehaviour dightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype regiongroup none down left							
maxrelation enemy active version static staticbase namespace ilbrary isinstance hasmissionoffer hasmission hasguidance offerlocations missiontype missionendtime objective objectiveendtime actor isnumeric isstring femalename pluralname tag hirable tiers skilltypes maxmk age occupiedship platform entity galaxy computer activity autopilottarget conversation conversationator hasactivemission activemissiontype activemissionwaypoint hasacceptedonlinemission isincontrolposition scanlevel debug isscreenshotmode screenshotmode ismapeditoractive isinfullscreenmenu isvrversion isvrmode chardensity modulename isonoluledescription speakpriority flightassist isodokulactive hasemergencyeject isemergencyejectactive shouldplayertaxiwaitforplayer shouldplayershipswaitforplayer isonline canactivateliveview recommendedmodule isingemented isingemented index element key null integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour flightcontrolmodel entitytype entityrole skilltype missiongroup level alettlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype blacklistype componentslate licence vector quadrant unlock weaponmode dronemode shiptype stationtype regiongroup regiongroup left			13/310000	A-A-//			oi itoosemacte
ibrary isinstance hasmissionoffer hasmission hasguidance offerlocations missiontype missionendtime objective objectiveendtime actor isnumeric isstring femalename pluralname tag hirable tiers skilltypes maxmk age occupiedship platform entity galaxy computer activity autopilottarget conversation conversationactor hasactivemission activemissiontype activemissionwaypoint hasacceptedonlinemission isincontrolposition scanlevel debug isscreenshotmode screenshotmode ismapeditoractive isinfullscreencutscene isinfullscreenmenu isviversion isvimode chardensity modulename moduledescription speakpriority flightassist isdockulactive hasemergencyeject isemergencyejectactive shouldplayertaxiva-liforplayer isoaneodedmodule isgameover index element key null integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour elemend commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype componentslate licence vector quadrant unlock weaponmode down left		docksizes	productionvalume	consumptionvolume			
missionendtime objective objectiveendtime actor isnumeric isstring femalename pluralname tag hirable tiers skilltypes maxmk age occupiedship platform entity galaxy computer activity autopilottarget conversation conversationactor hasactivemission activemissiontype activemissionwaypoint hasacceptedonlinemission isincontrolposition scanlevel debug isscreenshotmode screenshotmode ismapeditoractive isinfullscreenmenu isviversion isvimode chardensity modulename isolopulate isinfullscreenmenu isviversion isvimode chardensity modulename isolopulate isolopulayertaxiwaitforplayer shouldplayershipswaitforplayer isonline canactivateliveview recommendedmodule isgameover index element key null integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour flightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype regiongroup roome down left					cargocapacity	allowedowners	allowedwares
pluralname tag hirable tiers skilltypes maxmk age occupiedship platform entity galaxy computer activity autopilottarget conversation conversationactor hasactivemission activemissiontype activemissionwaypoint hasacceptedonlinemission isomorphical sinfullscreenment isomorphical si	maxrelation	enemy	active	version	cargocapacity static	allowedowners staticbase	allowedwares namespace
conversation conversationactor basactivemission activemissiontype activemissionwaypoint basactivemission activemission activemission activemissionwaypoint basactivemission activemission activemissionwaypoint basactivemission activemissionwaypoint basaccepted on a conversation activemission activemissionwaypoint basaccepted on a conversation activemission activemissionwaypoint basaccepted on a conversation activemission activemissionwaypoint basaccepted on activemissionwaypoint basaccepted on activemissionwaypoint basaccepted on activemission activemissionwaypoint basaccepted on activemission activemissionwaypoint basaccepted on activemission activemission activemissionwaypoint basaccepted on activemission active active activemes active active active active active active active active activ	maxrelation library	enemy isinstance	active hasmissionoffer	version hasmission	cargocapacity static hasguidance	allowedowners staticbase offerlocations	allowedwares namespace missiontype
conversation conversationactor hasactivemission activemissiontype activemissionwaypoint hasacceptedonlinemission is incontrol position scanlevel debug is screen shot mode screen shot mode is mapeditoractive screen shot mode is mapeditoractive is infull screen menu is viversion is virmode chardensity module name module description speak priority flight assist is dockulactive has emergency eject is emergency eject active is should player ships wait for player is online can activate liveview recommended module is game over index element key null integer large integer large into the component state kill method relation changer eason flight behaviour flight control model entity type entity role skill type mission group level alert level command command action room population type purpose control panel type signal leak type black list type black list group mod level orderstate data type cuestate notification string component slot licence vector quadrant unlock weapon mode drone mode shiptype station type region group none down left	maxrelation	enemy isinstance objective	active hasmissionoffer objectiveendtime	version hasmission actor	cargocapacity static hasguidance isnumeric	allowedowners staticbase offerlocations isstring	allowedwares namespace missiontype femalename
isincontrolposition scanlevel debug isscreenshotmode screenshotmode ismapeditoractive isinfullscreenmenu isvrversion isvrmode chardensity modulename isoduledescription speakpriority flightassist isdockulactive hasemergencyeject isemergencyejectactive shouldplayershipswaitforplayer isonline canactivateliveview recommendedmodule isgameover index element key null integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour flightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype regiongroup none down left	maxrelation library missionendtime	enemy isinstance objective tag	active hasmissionoffer objectiveendtime hirable	version hasmission actor tiers	cargocapacity static hasguidance isnumeric skilltypes	allowedowners staticbase offerlocations isstring maxmk	allowedwares namespace missiontype femalename age
isinfullscreenmenu isvrversion isvrmode chardensity modulename isolokulactive hasemergencyeject isemergencyejectactive shouldplayershipswaitforplayer isonline canactivateliveview recommendedmodule isgameover index element key null integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode down left	maxrelation library missionendtime pluralname occupiedship	enemy isinstance objective tag platform	active hasmissionoffer objectiveendtime hirable entity	version hasmission actor tiers galaxy	cargocapacity static hasguidance isnumeric skilltypes computer	allowedowners staticbase offerlocations isstring maxmk activity	allowedwares namespace missiontype femalename age autopilottarget
moduledescription speakpriority flightassist isdockulactive hasemergencyeject isemergencyejectactive shouldplayershipswaitforplayer isonline canactivateliveview recommendedmodule isgameover index element key null integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour flightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype regiongroup none down left	maxrelation library missionendtime pluralname	enemy isinstance objective tag platform conversationactor	active hasmissionoffer objectiveendlime hirable entity hasactivemission	version hasmission actor tiers galaxy activemissiontype	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo	allowedowners staticbase offerlocations isstring maxmk activity iint hasaccep	allowedwares namespace missiontype femalename age autopilottarget
shouldplayertaxiwaitforplayer shouldplayershipswaitforplayer isonline canactivateliveview recommendedmodule isgameover index element key null integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour flightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype roomtype regiongroup none down left	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition	enemy isinstance objective tag platform conversationactor scanlevel	active hasmissionoffer objectiveendlime hirable entity hasactivemission debug	version hasmission actor tiers galaxy activemissiontype isscreenshotmode	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission
recommendedmodule isgameover index element key null integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour flightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype roomtype regiongroup none down left	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer	enemy isinstance objective tag platform conversationactor scanlevel	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive chardensity	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission
integer largeint float angle hitpoints largefloat cue keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour flightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype roomtype regiongroup none down left	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer moduledescription	enemy isinstance objective tag platform conversationactor scanlevel ne speakpriority	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu flightassist	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion isdockuiactive	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode hasemergencyeject	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive chardensity isemergencyejectact	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission modulename tive
keyword xmlkeyword componentstate killmethod relationchangereason flightbehaviour dightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklistype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype roomtype regiongroup none down left	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer moduledescription shouldplayertaxiwa	enemy isinstance objective tag platform conversationactor scanlevel ne speakpriority itforplayer	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu flightassist shouldplayershipsw	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion isdockuiactive aitforplayer	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode hasemergencyeject isonline	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive chardensity isemergencyejectac canactivateliveview	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission modulename tive
flightcontrolmodel entitytype entityrole skilltype missiongroup level alertlevel command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklisttype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype roomtype regiongroup none down left	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer moduledescription shouldplayertaxiwa	enemy isinstance objective tag platform conversationactor scanlevel ne speakpriority itforplayer e	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu flightassist shouldplayershipsw isgameover	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion isdockuiactive aitforplayer index	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode hasemergencyeject isonline element	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive chardensity isemergencyejectaci canactivateliveview key	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission modulename tive null
command commandaction roompopulationtype purpose controlpaneltype signalleaktype blacklisttype blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype roomtype regiongroup none down left	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer moduledescription shouldplayertaxiwa recommendedmodul	enemy isinstance objective tag platform conversationactor scanlevel ne speakpriority itforplayer e largeint	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu flightassist shouldplayershipsw isgameover float	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion isdockuiactive aitforplayer index angle	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode hasemergencyeject isonline element hitpoints	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive chardensity isemergencyejectact canactivateliveview key largefloat	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission modulename tive null cue
blacklistgroup moodlevel orderstate datatype cuestate notification string componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype regiongroup none down left	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer moduledescription shouldplayertaxiwa recommendedmodul integer	enemy isinstance objective tag platform conversationactor scanlevel ne speakpriority itforplayer e largeint xmlkeyword	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu flightassist shouldplayershipsw isgameover float componentstate	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion isdockuiactive aitforplayer index angle killmethod	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode hasemergencyeject isonline element hitpoints relationchangereaso	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive chardensity isemergencyejectact canactivateliveview key largefloat on	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission modulename tive null cue flightbehaviour
componentslot licence vector quadrant unlock weaponmode dronemode shiptype stationtype regiongroup none down left	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer moduledescription shouldplayertaxiwa recommendedmodul integer keyword	enemy isinstance objective tag platform conversationactor scanlevel ne speakpriority itforplayer e largeint xmlkeyword entitytype	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu flightassist shouldplayershipsw isgameover float componentstate entityrole	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion isdockuiactive aitforplayer index angle killmethod skilltype	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode hasemergencyeject isonline element hitpoints relationchangereaso missiongroup	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive chardensity isemergencyejectaci canactivateliveview key largefloat on level	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission modulename tive null cue flightbehaviour alertlevel
shiptype stationtype roomtype regiongroup none down left	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer moduledescription shouldplayertaxiwa recommendedmodul integer keyword flightcontrolmodel	enemy isinstance objective tag platform conversationactor scanlevel ne speakpriority itforplayer e largeint xmlkeyword entitytype commandaction	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu flightassist shouldplayershipsw isgameover float componentstate entityrole roompopulationtype	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion isdockuiactive aitforplayer index angle killmethod skilltype purpose	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode hasemergencyeject isonline element hitpoints relationchangereaso missiongroup controlpaneltype	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive chardensity isemergencyejectaci canactivateliveview key largefloat on level signalleaktype	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission modulename tive null cue flightbehaviour alertlevel blacklisttype
	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer moduledescription shouldplayertaxiwa recommendedmodul integer keyword flightcontrolmodel command	enemy isinstance objective tag platform conversationactor scanlevel ne speakpriority itforplayer e largeint xmlkeyword entitytype commandaction moodlevel	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu flightassist shouldplayershipsw isgameover float componentstate entityrole roompopulationtype orderstate	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion isdockuiactive aitforplayer index angle killmethod skilltype purpose datatype	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode hasemergencyeject isonline element hitpoints relationchangereaso missiongroup controlpaneltype cuestate	allowedowners staticbase offerlocations isstring maxmk activity oint hasaccep ismapeditoractive chardensity isemergencyejectaci canactivateliveview key largefloat on level signalleaktype notification	allowedwares namespace missiontype femalename age autopilottarget tedonlinemission modulename tive null cue flightbehaviour alertlevel blacklisttype string
	maxrelation library missionendtime pluralname occupiedship conversation isincontrolposition isinfullscreencutscer moduledescription shouldplayertaxiwa recommendedmodul integer keyword flightcontrolmodel command blacklistgroup	enemy isinstance objective tag platform conversationactor scanlevel ne speakpriority itforplayer e largeint xmlkeyword entitytype commandaction moodlevel licence	active hasmissionoffer objectiveendtime hirable entity hasactivemission debug isinfullscreenmenu flightassist shouldplayershipsw isgameover float componentstate entityrole roompopulationtype orderstate vector	version hasmission actor tiers galaxy activemissiontype isscreenshotmode isvrversion isdockuiactive aitforplayer index angle killmethod skilltype purpose datatype quadrant	cargocapacity static hasguidance isnumeric skilltypes computer activemissionwaypo screenshotmode isvrmode hasemergencyeject isonline element hitpoints relationchangereaso missiongroup controlpanettype cuestate unlock	allowedowners staticbase offerlocations isstring maxmk activity siont hasaccep ismapeditoractive chardensity isemergencyejectaci canactivateliveview key largefloat on level signalleaktype notification weaponmode	allowedwares namespace missiontype femalename age autopilottarget itedonlinemission modulename tive null cue flightbehaviour alertlevel blacklisttype string dronemode

## **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)

# 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/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" />