“Events and Conditions” window.

**EVENT TYPE**

**Reinforcements:** A Carryall will enter the map, land and drop the specified units up to a maximum of 25 at the coordinates written.\*

\* - Selecting "Go to map" will take you to the location of the event. You may click and drag the square on the map (while in Structures mode) to set the coordinates this way.

**Deploy action:**

0 - None: Units will remain where they are dropped.\*

1 - Hunt: Units will attack the nearest enemy.\*\*

2 - Free: Units are free to be assigned to whatever task the AI needs them for (base defense, attacks, etc.).\*\*

**Note:** On easy only the odd units (first, third, etc.) will be dropped for enemy/neutral AIs.

\* - If the side doesn't have an AI, the units will stay still. If it does, they're set to guard.

\*\* - The side's AI must be enabled for these settings to work.

**Starport Delivery:** A frigate will enter the map (if a Starport is present for the assigned side) and will deliver the specified units up to a maximum of 25.

**Note:** On easy only odd units (first, third, etc.) will be delivered for enemy/neutral AIs. Also, units delivered to the Starport are ALWAYS "Free," like the Reinforcements setting.

**Allegiance:**

Set the first side to be ally, enemy or neutral toward the second side.\*

\*This is only a one side change of alliance! If both sides need to change allegiance, a second Allegiance event must be used.

**Leave:**

The buildings and units of the side selected will explode. No other new units belonging to the side that left can enter the game, even through Reinforcements events.

**Berserk:**

The side selected will sell all of its buildings (if there are any) and send all its units against the enemy (harvester excluded). The side must have an AI for this to work.

**Play Sound:**

A sound effect or dialogue line from the game is heard.\*

\*If another sound effect happens at the same time this may be ignored.

**Note:** It’s not possible to trigger a sound effect and show a message (which creates its own sound effect) at the same time; the message sound has priority.

**Set Build Rate:**

Changes the build rate of the selected side to a new value.\*

\*The change takes effect instantaneously.

**Set Attack Building Rate:**

Changes the Attack Building Rate of the selected side to a new value.\*

\*The change takes effect after the next attack.

**Set Cash:**

Changes the amount of credits for the selected side to a new value.\*

\*If this event triggers when the selected side has a Harvester delivering new funds and is building a new unit or structure all at the same time, the game will crash.

**Set Tech:**

Changes the tech level of the selected side to a new value.

**Note:** New sidebar options may not become available until after a new structure is deployed or sold, or until an upgrade has finished. New upgrades become available immediately when the event triggers. Also, setting the tech level down will not affect structure options unless the side loses all its ConYards.

**Mission Win:**

“Mission Accomplished” text line appears on-screen and the game ends in victory.

**Mission Fail:**

“Mission Failed” text line appears on-screen and the game ends in defeat.

**Reveal Map:**

An area around the specified X and Y coordinates is revealed to all players. The number of tiles around the position selected that will be revealed has a maximum of 7 tiles.\*

\*If set to 0, the whole map will be revealed, but the minimap on the radar won’t show it correctly. Saving and loading a savegame after the event was triggered is the only known way to correct the problem.

**Show Timer:**

A countdown appears at the top right corner of the battlefield screen with the time specified.

**Note:** The time is measured in tics. 25 tics = 1 second, 1500 tics = 1 minute. After reaching 0 seconds, the countdown timer disappears. Writing a negative integer (except “-1”) starts a negative timer that functions to count up instead of down.

**Hide Timer:**

If there is any timer shown on-screen, it will disappear.

**Show Message:**

A string of text appears on-screen in the top-left. The string of text is set by the message ID, which references the game's .uib files.\*

\* - If “*Use .ini file for additional mission settings*” is marked, custom strings can be written that can replace the typical messages. Overwriting stuff like "Airstrike ready." for use in events will not actually affect the in-game message sent if, in keeping with that example, an airstrike is ready.

**Unit Spawn:**

An amount of units will appear on the screen at the X and Y coordinates specified.

**Note:** The first unit appears 1 tile to the left from the position specified. The rest appear in a spiral starting from left-bottom. Also, units spawned in through this event are ALWAYS free, much like Starport deliveries.

**Set Flag:**

Specify if a flag from “Condition Type” is true or false.

**Play Music:**

Changes the music to the track selected.

**CONDITION TYPE**

**Building Exists:** Checks for a specific building belonging to a specific side.

If not marked = Building exists.\*

If marked = Building doesn’t exist.\*

\* - Conditions can be assigned to events. Within the event assignments is where you either mark them or leave them unmarked.

**Unit Exists:** Checks for a specific unit belonging to a specific side.

If not marked = Unit exists.

If marked = Unit doesn’t exist.

**Interval:** Timer-like condition triggering as many times as specified by the “**Run count**”.

Events with an assigned Interval condition will trigger first at the start delay (first box, measured in tics) and then loop on the time between intervals (second box, also measured in tics), until reaching the “**Run count**” value. The first number also counts as part of the “**Run count**” value.

**Timer:** Triggers when the value specified is reached. Values are measured in tics.

= : The exact time in tics specified counting from the start of the game.\*

> : Greater than the value specified.\*

< : Less than the value specified.\*

% : Loop infinitely on the value specified.\*

\*Some can be combined with each other, others won’t work.

**Casualties:** Trigger when the specified side loses X units compared to the ones its neutral / enemy factions have lost, based on a proportion.

**Proportion:** Sets the proportion of units to kill/loose for the side.\*

**Threshold:** Minimum units that the specified side must lose before the event can trigger. The side must lose MORE than this value, so if set to 0, it will trigger if the side loses ANY units as long as the proportion component is also satisfied.

\* Decimal values are allowed. If the value is “0”, the game will not consider proportion.

**Base Destroyed:** Triggers depending on the presence of any structures (Concrete Walls excluded) belonging to the specified side.

If not marked = Base is destroyed.

If marked = Base is not destroyed.

**Units Destroyed:** Triggers depending on the presence of any units (Carryalls excluded) belonging to the specified side.

If not marked = All units are gone.

If marked = Not all units are gone.

**Tile Revealed:** Triggers if the tile at the specified X and Y position is revealed on the map. The "unknown" value actually determines how many times the attached event will trigger.

**Spice harvested:** Triggers when the human player racks up the specified value in credits.

**Flag:** Used as a control condition. It is combined with the event type, “Set Flag”.\*

If not marked = The flag is false.

If marked = The flag is true.

\*Flags are set to “false” by default.

***Manual done by: Fey and Cm\_Blast***