

controllable

Properties:

Base type: [object](#)Derived types:
[defensible](#)

pilot	entity	Pilot entity
assignedpilot	entity	Assigned pilot entity which may not currently be piloting
aipilot	entity	AI pilot entity
assignedaipilot	entity	Assigned ai pilot entity which may not currently be piloting
defencenpc	entity	Defence control entity
tradenpc	entity	Trade control entity
tradecomputer	entity	The trade computer assigned to this controllable for processing trade operations on the player-controlled ship
engineer	entity	Engineer
shiptrader	entity	Shiptrader
shadyguy	entity	Shady guy
controlentity.default	entity	Main control entity
controlentity.{ \$controlpost }	entity	Control entity of specified control post
assignedcontrolentity.default	entity	Assigned main control entity which may not currently be controlling
assignedcontrolentity. { \$controlpost }	entity	Assigned control entity of specified control post which may not currently be controlling
roleentity.{ \$seed }	entity	Instanced entity representing the person of the specified seed for this object
roleentity.{ \$npctemplate }	entity	Instanced entity representing the specified person entry for this object
roleentities	list	List of all instanced entity representing the people entries for this object
isnpcassignmentrestricted	boolean	Is this object currently allowed to have NPCs assigned
canhavecontrolentity. { \$controlpost }	boolean	Can this object have a control entity of specified control post
controlpostslot.{ \$controlpost }	componentslot	Slot for the entity to enhabit when controlling this object
order	order	Current order (which is the current order in the queue if it's enabled, otherwise the default order if it's enabled, otherwise null)
nextorder	order	Next order in queue if the current order is in the queue and if the next order exists and is enabled, otherwise null (NOTE: In case of a user-created loop, the next order can be the current order)
defaultorder	order	Default order if present, otherwise null
orders	list	List of all orders in order queue (NOTE: in case of user-created order loops, the list begins with the current loop order, not necessarily the first loop order as shown in the UI)
buildorders	list	List of all build orders in order queue (orders that are associated with an equip or repair task)
tradeorders	list	List of all trade orders in order queue (orders that are associated with a trade)
hasblacklist.{ \$blacklisttype }. { \$blacklistgroup }	boolean	true if this controllable has a blacklist of the specified type and group
commander	controllable	Commander object (if this is a subordinate)
toplevelcommander	controllable	Top-level commander object. May be a station or the ship that the player is flying.
assignment	assignment	Assignment of this subordinate under the commanding object
canuseassignment. { \$assignment }. { \$controllable }	boolean	Can this object use the specified assignment when subordinate to the specified commander. \$assignment can be null.
commanderentity	entity	Commander entity (if this is a subordinate)
activesubordinategroupids	list	List of subordinate group IDs with assigned ships
subordinates	list	List of subordinates
subordinates.{ \$assignment }	list	List of subordinates of the commander with the specified assignment
subordinategroupassignment. { \$subordinategroupid }	assignment	Assignment of subordinate group with specified ID

subordinategroupdockoverride	boolean	Whether subordinate group of controllable is set to always dock at commander
subordinategroupid	integer	Subordinate group ID that controllable currently belongs to
subordinatesingroup. {subordinategroupid}	list	List of direct subordinates of the commander in the specified subordinate group
allsubordinates	list	List of all subordinates, including those not directly commanded by this
allcommanders	list	List of all commanders, including those not directly commanding this
canhavecommander. {component}	boolean	true iff the \$component (or its controllable context) can be a commander for this
fleet.name	string	Name of fleet (empty string if not a fleet commander)
fleet.iscommander	boolean	True if object is commander of its own fleet
fleet.commander	controllable	Fleet commander object (top level fleet, null if that commander is not a fleet commander, e.g. is a unit or not player owned)
controlposts.all	list	All control posts for this object
controlposts.free	list	All free control posts for this object
controlposts.{Sentity}	list	All control posts which the provided entity can take on for this object
controlroom	room	The control room of the controllable or null
hasscanner	boolean	Does controllable have scanner software
longrange	boolean	Does controllable have scanner software capable of a long-range scan
maxscanlevel	integer	The maximum scan level of this controllable's scanner
software.compatible	warelist	Software that is compatible
software.default	warelist	Software that is installed by default
software.installed	warelist	Software that is currently installed (including default software)
people.{Npctemplate}	npctemplateentry	NPC template entry of a person on board the object (raw npctemplates can not provide information without the object as context - see npctemplateentry)
people.count	integer	Number of people on board the object as NPC templates (not actual NPCs)
people.free	integer	Amount of free space on board the object for additional people as NPC templates
people.capacity	integer	Maximum amount of potential space on board the object for people as NPC templates
people.list	list	List of people on board the object as NPC templates (raw templates can't provide information without the object as context e.g. see \$controllable.people.{Npctemplate})
people.{Sentityrole}.list	list	List of a people on board the object, by entityrole, as NPC templates
people.{Sentityrole}.count	integer	Number of people on board the object, by entityrole
people. {Sentityrole}.combinedskill	integer	Combined skill value (between 0 and 100 per individual) of all people of this role, based on weighted skills that are relevant for the role
people.{Sentityrole}.potentialskill. {Sentityrole}	integer	Potential combined skill value (between 0 and 100 per individual) of all people of this role, based on weighted skills that are relevant for the specified other role
people.{Sentityrole}.{Slevel}.list	list	List of a people on board the object, by entityrole and the tier of skill value \$level, as NPC templates
people.{Sentityrole}. {Slevel}.count	integer	Number of people on board the object, by entityrole and the tier of skill value \$level
people.{Sentityrole}. {Slevel}.combinedskill	integer	Combined skill value (between 0 and 100 per individual) of all people of this role and the tier of skill value \$level, based on weighted skills that are relevant for the role
people.{Sentityrole}. {Slevel}.potentialskill.{Sentityrole}	integer	Potential combined skill value (between 0 and 100 per individual) of all people of this role and the tier of skill value \$level, based on weighted skills that are relevant for the specified other role
people.<entityrole>.list	list	List of people of specified role on board the object as NPC templates
people.<entityrole>.count	integer	Number of people of specified role on board the object

people.<entityrole>.combinedskill	integer	Combined skill value (between 0 and 100 per individual) of all people of specified role, based on weighted skills that are relevant for their role
people.<entityrole>.potentialskill. { \$entityrole }	integer	Potential combined skill value (between 0 and 100 per individual) of all people of specified role, based on weighted skills that are relevant for the specified other role
people.<entityrole>.{ \$level }.list	list	List of people of specified role of the tier of skill value \$level on board the object as NPC templates
people.<entityrole>. { \$level }.count	integer	Number of people of specified role of the tier of skill value \$level on board the object
people.<entityrole>. { \$level }.combinedskill	integer	Combined skill value (between 0 and 100 per individual) of all people of specified role of the tier of skill value \$level, based on weighted skills that are relevant for the role
people.<entityrole>. { \$level }.potentialskill.{ \$entityrole }	integer	Potential combined skill value (between 0 and 100 per individual) of all people of specified role of the tier of skill value \$level, based on weighted skills that are relevant for the specified role
ischairslot.{ \$componentslot }	boolean	True if \$componentslot is a NPC position slot aboard this object and related to a chair
chairapproachslot. { \$componentslot }	componentslot	The approach slot of a NPC position slot related to a chair on this object
chairbaseslot.{ \$componentslot }	componentslot	The base chair slot of a NPC position slot related to a chair in this object. Used as a static anchor slot for the chair and can be used as a NPC waypoint.
controlposition. { \$controlposition }.exists	boolean	True if a control position of the specified type exists on the controllable (where the room is virtual and does not have control positions)
controlposition. { \$controlposition }.roomslot	componentslot	Slot which entities inhabit when working at the specified control position (where the room is virtual and does not have control positions)
controlposition. { \$controlposition }.entity	entity	Entity currently working at the specified control position (where the room is virtual and does not have control positions)
controlpositions.list	list	List of component slots which are control positions
combinedskill	integer	Effective combined skill value (from 0 to 100) of this controllable, taking entity and crew skill, where applicable, into account.