

ship

Properties:

Base type: [container](#)Derived types:
[spacesuit](#)

| | | |
|-----------------------------------|-------------------------------|--|
| type | shiptype | Ship type |
| typename | string | Ship type name |
| numfreeactorslots | integer | Number of free actor slots |
| actors | list | List of actors on the ship |
| assigneddock | dockingbay | Dock currently assigned to this ship |
| assignedventuredock | dockingbay | Venture dock currently assigned to this ship |
| docksize | tag | Tag of required dock size |
| dock | dockingbay | Dock where this ship is docked |
| dockslot | componentslot | Slot on the ship to which docking bay connects when ship is docked |
| maxspeed | length | Maximum speed with present engine set up and conditions (in m/s) |
| maxyawspeed | angle | Maximum rate of change in yaw with present engine set up and conditions (in rad/s) |
| maxpitchspeed | angle | Maximum rate of change in pitch with present engine set up and conditions (in rad/s) |
| maxrollspeed | angle | Maximum rate of change in roll with present engine set up and conditions (in rad/s) |
| speedlimit | length | The speed limit currently imposed by the ship's environment (in m/s, -1 if there is none) |
| canenterhighway | boolean | True iff this ship is capable of entering highways |
| parkedat | destructible | Tradeoff component that this ship is parked at (= has parking connection to) |
| pickedupobject | object | The object which is currently being carried by this ship |
| job | string | Job ID |
| isjobship | boolean | true if this is a job ship |
| isrequestedjobship | boolean | true if this is a requested job ship |
| jobexpired | boolean | true if this is a non-commandeered job ship which has passed its expiration time |
| jobcommander | ship | the original ship which this ship was set to call commander (may have changed) |
| jobmainsector | sector | the sector this ship is set to perform in or start from |
| jobmainzone | zone | the zone this ship is set to perform in or start from |
| jobsubordinates.valid | list | List of subordinates who's place in the hierarchy is valid according to the job definition of this ship |
| jobsubordinates.invalid | list | List of subordinates who's place in the hierarchy is not valid according to the job definition of this ship |
| encounterid | string | Encounter type ID defined by this ship's job |
| isencountership | boolean | true if this is a ship for encounters |
| warebasket | warelist | Wares in job ship basket |
| constructionmodule | buildmodule | Build module which this construction vessel is assigned to be deployed at |
| isdeployedconstructionvessel | boolean | true if this ship is a construction vessel currently deployed at their 'constructionmodule' |
| iscapitalship | boolean | true if this is a capital ship (size L or XL) |
| islasertower | boolean | true iff the ship is a lasertower |
| hasshipmod | boolean | Whether the object has any ship mod installed |
| hasshipmod.{ \$ware } | boolean | Whether the object has a ship mod based on the specified ship mod ware installed |
| canbeclaimed | boolean | Whether the ship is currently in a claimable state |
| defaultformationradius.{ \$ship } | length | The appropriate formation radius for this ship and its formation leader(\$ship) |
| issupplyship | boolean | True if this ship is capable of re-supplying other ships, i.e. it can repair ships and equipment or produce ammo/units (see also .cansupplyships) but cannot build equipment or ships from scratch |
| movementrefobject | object | The object this ship is currently moving relative to |
| activeweapongroup.primary | integer | The currently active primary weapon group |
| activeweapongroup.secondary | integer | The currently active secondary weapon group |

environment**component**

Component which this ship is currently physically inside, but not necessarily connected to (limited to specific components, usually dock areas and build modules)