cue

Properties:

exists	boolean	*true iff cue exists*
name	string	*Cue name (unqualified)*
version	integer	*Version*
time	time	*Time of cue activation (or time of last time actions were performed, if the active cue is waiting for a subsequent actions block*
state	cuestate	*Current cue state*
parent	cue	*Parent cue, or null if this is a root cue*
static	cue	*The instantiating cue if applicable, otherwise null*
staticbase	cue	*The static cue used as base for this cue (same as this if this is not an instance)*
namespace	cue	*Namespace cue*
library	cue	*If cue is a library reference, the base library cue*
isinstance	boolean	*true iff cue is an instance*
hasmissionoffer	boolean	*true iff cue has a mission offer*
hasmission	boolean	*true iff cue has a mission*
hasguidance	boolean	*true iff guidance is active for this cue's mission*
offerlocations	list	*List of all component slots used as offer locations for this cue's mission offer*
canactivatesubmission.{$cue}	boolean	*true iff a submission of this mission thread is allowed to be activated*
actor	nonplayer	*Last associated actor, or null*
actors	list	*List of all associated actors*
$<variable>		*Value of cue variable*