list

Properties:

count	integer	Number of elements in the list
clone	list	A shallow copy of the list
{$numeric}		The $numeric-th element in the list (1-based)
last		The last element in the list (the list must be non-empty)
random		A random element from the list (the list must be non-empty)
indexof.{$value}	integer	Index of first occurrence of $value in the list (1-based), or 0 if not found
min	numeric	The minimum value in the list (all elements must be numeric), or null if the list is empty
max	numeric	The maximum value in the list (all elements must be numeric), or null if the list is empty
average	numeric	The average of all list elements (all elements must be numeric), or null if the list is empty

table

Properties:

clone	table	A shallow copy of the table
keys.count	integer	Number of keys in the table
keys.list	list	List of all keys in the table (reliably sorted if all keys are numeric, otherwise order can change between savegames)
keys.sorted	list	List of all keys in the table, sorted by their associated values (requires all values to be numeric)
keys.random		A random key in the table (the table must be non-empty)
keys.{$numeric}		The $numeric-th key in the table (1-based), note that this lookup can be inefficient and order can change between savegames
{$key}		Value associated with the table key (type is ignored for numeric keys, e.g. 50s and 50m are treated as the same key)
$<keyname>		Value associated with the table key (shortcut for {'$<keyname>'}, all string keys must begin with '$')

string

Properties:

[$arg1, $arg2, ...]	string	Creates a new string by replacing %1, %2, ... in the string with corresponding list elements

position

Properties:

x	length	X coordinate
y	length	Y coordinate
z	length	Z coordinate
distanceto.{$position}	length	Distance to the provided position (assuming they are in the same space)

vector

Properties:

x	length	X coordinate
y	length	Y coordinate
z	length	Z coordinate
length	length	Estimated length of the vector
distanceto.{$vector}	length	Distance to the provided vector

rotation

Properties:

yaw	angle	Yaw angle
pitch	angle	Pitch angle
roll	angle	Roll angle
inverse	rotation	Inverse rotation

faction

Properties:

Base type: dbdata			
id	string	ID
name	string	Name
rawname	string	Raw name, as text entry reference
knownname	string	Name, ignoring the unknown-status
shortname	string	Short name
prefixname	string	Prefix name
description	string	Description
hasbeenrenamed	boolean	true iff the faction has been renamed
primaryrace	race	Primary race of faction
isactive	boolean	true if the faction is currently active
knowntoplayer	boolean	true if the faction is known to the player
policefaction	faction	Police faction for this faction (possibly the same faction, can also be null)
defaultpolicefaction	faction	Default police faction for this faction (possibly the same faction, can also be null)
relation.<relationrange>.min	float	lowest relation value in the specified range
relation.<relationrange>.mid	float	middle relation value in the specified range
relation.<relationrange>.max	float	highest relation value in the specified range
relation.{$numeric}.uivalue	integer	UI representation value (-30 to +30) of the specified relation value for this faction
hasrelation.<relationrange>.{$component}	boolean	true iff the relation to owner of $component is in specified range
hasrelation.<relationrange>.{$faction}	boolean	true iff the relation to other faction is in specified range
relationto.{$component}	float	Relation to owner of $component
relationto.{$faction}	float	Relation to other faction
mayattack.{$component}	boolean	true if this faction has a kill relation towards other component, or has a killmilitary relation and the other component has the purpose 'fight' (can be overridden by fire authorisation override)
mayattack.{$faction}	boolean	true if this faction has a kill relation towards the faction (can be overridden by fire authorisation override)
ishostileto.{$component}	boolean	true if mutual faction and object relations and fire authorisations allow either side to attack (see mayattack)
ishostileto.{$faction}	boolean	true if faction relations and fire authorisations allow either side to attack (see mayattack)
haslicence.<licencetype>.{$faction}	boolean	true iff faction has licence of specified type and faction
canholdlicence.{$licence}	boolean	true iff faction is currently allowed to hold $licence, based on minrelation and precursor properties
canholdlicence.<licencetype>.{$faction}	boolean	true iff faction is currently allowed to hold licence of specified type and faction, based on minrelation and precursor properties
licences	list	List of own licences
heldlicences	list	List of held licences
licence.<licencetype>	licence	Licence value of the specified type for the faction. (May result in licence which fails .exists)
mood.<moodtype>	moodlevel	Current mood level of the specified mood type
defaultmood.<moodtype>	moodlevel	Default mood level of the specified mood type
isaggressive	boolean	true iff this faction is aggressive
iseconomic	boolean	true iff this faction has a focus on economics
ispolice	boolean	true iff this faction can act as a law enforcement faction
isprotective	boolean	true iff this faction will intervene if 3rd party units are attacked nearby
isvisitor	boolean	true iff this faction is an online visitor
money	money	Money in the faction's account
hasownaccount	boolean	true iff faction has its own account (uses dummy account with large random sum otherwise)
willclaimspace	boolean	true iff this faction will claim/contest space if it owns a station which can grant ownership
representative	entity	Given faction representative or null
headquarters	station	Given faction's headquarters station or null

race	Properties:

Base type: dbdata			
	id	string	*ID*
	name	string	*Name*
	rawname	string	*Raw name, as text entry reference*
	description	string	*Description*
	workforce.resources	wareamountlist	*Resoures needed for the workforce of this race to prosper*