entity

Base type: component

Derived types:
nonplayer

Properties:

customhandler	boolean	*true iff the entity has a custom conversation handler*
type	entitytype	*Entity type*
typename	string	*Entity type name*
controlpost	controlpost	*Entity's current control post*
role	entityrole	*Entity's current role*
roleobject	controllable	*Object this entity is assigned to for their role*
titleoverride	string	*Entity's title override*
iconoverride	string	*Entity's icon override*
occupationname	string	*Entity's occupation name*
icon	string	*Entity's icon ID*
race	race	*The entity's race*
page	integer	*Voice text page ID*
isfemale	boolean	*Is entity female*
isavatar	boolean	*Is entity an avatar of another*
iscommable	boolean	*Can communication be initiated with this entity*
ismissionactor	boolean	*Is a mission actor*
isremotecommable	boolean	*Is remote commable*
iscontrolentity	boolean	*Is a control entity*
isintransit	boolean	*Is the entity in transit to a location?*
isbusy	boolean	*Is the entity flagged as busy?*
istransferscheduled	boolean	*Is a crew transfer order scheduled for the entity?*
istemporary	boolean	*Is the entity temporary?*
ishidden	boolean	*Is the entity hidden?*
podarrivaltime	time	*Scheduled time of arrival at current object in a crew transfer pod, or null if not being transferred via pod*
roomslot	componentslot	*The slot assigned for this entity. The entity may not be at this offset but in-transit to it. (component may be a room or object)*
floortags	list	*A list of floor tags of the entities current floor*
iswalking	boolean	*Is the NPC currently walking*
slowwalkspeed	float	*Defined slow walk speed of this entity*
walkspeed	float	*Defined walk speed of this entity*
runspeed	float	*Defined run speed of this entity*
isspeaking	boolean	*Is the entity currently speaking?*
isinspeakrange	boolean	*Is the entity close enough to the player to speak directly without using comms?*
isinspeakrange.{$entity}	boolean	*Is the entity close enough to the supplied recipient entity to speak directly without using comms?*
experienceprogress	integer	*Boarding experience progress*
neededexperience	integer	*Needed boarding experience for next level*
skill.{$skilltype}	integer	*Skill value between 0 and 15 of the supplied skill type*
skill.<skillname>	integer	*Shortcut for skill.{skilltype.<skillname>}*
combinedskill	integer	*Combined skill value between 0 and 100, based on weighted skills that are relevant for the entity's control post*
potentialskill.{$entityrole}	integer	*Potential combined skill value between 0 and 100, based on weighted skills that are relevant for the role*
potentialskill.{$controlpost}	integer	*Potential combined skill value between 0 and 100, based on weighted skills that are relevant for the control post*
controlled	controllable	*Object controlled by the entity*
assignedcontrolled	controllable	*Object assigned to be controlled by the entity*
dockarea	dockarea	*The dock area this entity is currently on*
buildmodule	buildmodule	*The build module this entity is currently on*
walkablemodule	walkablemodule	*The walkable module (dock area or build module) this entity is currently on*
inventory	wareamountlist	*Wares currently in entity's inventory*
stock	warelist	*Wares in entity's stock list*
cancraft.{$ware}	boolean	*Can craft inventory ware*

command.value	command	*Script command that the entity is executing*
command.param		*Primary parameter of the current script command*
command.param2		*Secondary parameter of the current script command*
commandaction.value	commandaction	*Script command action that the entity is executing*
commandaction.param		*Primary parameter of the current script command action*
$<variable>		*Value of variable on entity's blackboard*
shouldinformplayer	boolean	*true iff entity is on a player-owned ship that either has the player.occupiedship or a ship without a pilot as commander*
shouldwarnplayer	boolean	*true iff entity is on a player-owned ship that either has the player.occupiedship or a ship without a pilot as commander or has no commander at all*
istradecomputer	boolean	*Is this entity assigned as a trade computer to process trade operations on the player-controlled ship?*
isshadyguy	boolean	*Is this entity assigned as a black marketeer to handle extralegal business?*
isindependent	boolean	*whether ownership of this entity is independent of ownership of object to which they are assigned (always true if entity has no control post or role)*
tradesvisible	boolean	*true iff the entity's trades are visible to the player*

nonplayer

No properties

Base type: entity

Derived types: npc

npc

Base type: nonplayer

Properties:

npctemplate	npctemplate	*The template for this NPC which can be used to check against the list of people on an object*
targetslot	componentslot	*The slot currently set as the next target for a moving NPC. The NPC may not be at this offset but in-transit to it. (component may be a room or object)*
currentchair	componentslot	*The chair slot the NPC is currently inhabiting. Not set when moving towards the chair. (component may be a room or object)*
hasclothingmod	boolean	*Whether the NPC has any clothing mod installed*
hasclothingmod.{$ware}	boolean	*Whether the NPC has a clothing mod based on the specified clothing mod ware installed*
hastool	boolean	*Whether the NPC currently carries a tool*
isinconversation	boolean	*Is the NPC currently involved in a player conversation?*