

Script Types

[Script] is the general name of the script. Such as BuyWare, or MapSector. All script files that include the same names/descriptor will obviously be related

HK stands for hotkey

Cmd.[name] Only commands that show up in the ship menu or HKs allowed. These are the only commands that you should have SET COMMAND in for displaying stuff. They can contain menus, if the entire command is a menu itself, meaning, it's not a command configuration menu (which should go in as a pre load),

Lib.Gen No commands. Helper functions only

Lib.X.[name]. X stands for eXtension. Repeated commands within script groups that wouldn't apply anywhere else. Helper description after the dot.

Lib.Cmd Generic commands that run as ship tasks. Useful for all sorts of scripts, but are not run directly from a menu. No log text! No SET COMMAND! Try to be descriptive for the command in a general -> specific hierarchy, for example: Lib.Cmd.Fly.SafePath or Lib.Cmd.Fly.Near.Station.

Lib.Debug Debugging and general use for developing scripts. Never ever run during normal play operation.

Lib.MenuHelp Helper library scripts for menu functions.

HK. Only called from a hotkey. Code in here should only include a line to run the Cmd + the bare minimum required to run the Cmd script.

CmdChk. Only for setup scripts return availability for command.

setup. For setting up commands. All non-fly related should be launched on preloads to avoid "autopilot enabled" message.

Menu. Menu scripts. Launched directly from commands or from other scripts that DO NOT run a command (which is reserved for preloads or PL scripts). These can also be helpers for other CMD menu style commands. The ".SM" suffix is used for loop back scripts in dynamic menus. It is called every time the player interacts with the dynamic menu.

Lib.MenuHelp.QM Generic menus that fit into other menus. That's for Quick Menu. For library use.

PL All preload scripts on menus

Sig. Fired from signals

Gbl. Anything intended to run as global task.

Lib.Gbl.[name] Global helper libraries.

Error Code Returns

All Litcube scripts return negative error codes with arrays. The second line is to inform of the required variables on the error reporting for Lib.Gen.SendMessageError

> 0 Success or other return result upon success

Cargo & Transport Codes

-100 General cargo problem

Ware, Target

-101 Not enough cargo space for amount requested (includes trying to jump error)

Amount, Ware

-102 Can't handle transport class

Ware, Target

-103 Existing amount of ware is more than balance requested

Ware

-104 Cargo transport, purchase, or sell requested, no amount specified (if object = target, displays buy)

Ware, TargetShip

-105 Cargo transport requested, no ware in cargo hold

Amount, Ware, TargetShip

-106 Cargo sale requested, no ware in cargo hold

Amount, Ware

Station & Ship Codes

-200 Home base has none of requested ware

Station, Ware

-201 Ship requires a home base for this command

-202 Ship requires ware for this command

Ware

-225 Not enough energy to jump to sector

Pre refuel Codes

-250 Trying to refuel, Fuel Resupply Quantity not large enough for it

StartSector, DestinationSector

-251 Trying to refuel, cargo bay not large enough for resupply

StartSector, DestinationSector

-252 Autojump enabled, but one or more is not installed: T.C.S. MK1, T.C.S. MK2, Trading System Extension, or Best Buys Locator.

StartSector, DestinationSector

-260 Not enough fuel at homebase

Homebase

Post refuel Codes

-280 Autojump enabled one or more is not installed: T.C.S. MK1, T.C.S. MK2, Trading System Extension, or Best Buys Locator.

-281 Already have enough fuel. Energy is equal to or more than Fuel Resupply Quantity.

Money Code

-300 Not enough cash to buy

Ware, Station, Amount

Search Codes

-400 Station not found for purchase

Ware, SafePathBoolean

-401 Station not found for selling

Ware, SafePathBoolean

Safe Path

- 500 Safe path not found
StartSector, DestinationSector
- 501 Object given is not valid
Object

Mining

- 600 There are no minerals to be found in sector
Sector
- 601 Mineral requested is not found in the sector
Mineral, Sector
- 602 Mobile Drilling System not equipped

Tasks

9: !lib.ext.scan.foreemies
21: !lib.ext.patrolscan
30: !plugin.acp.fight.attack.tactics
34: !ship.signal.lasertower.setup
55: !plugin.fightcommand.fire.task
90: Lib.Cmd.FlyUntil.EnemyShipFoundInScanner
90: Lib.Cmd.FlyUntil.NeutralShipFoundInScanner
90: Lib.Cmd.FlyUntil.WareFoundInScanner
90: Lib.Cmd.FlyUntil.LocalVariableFlagsTrue
101: al.Revelation.Monitor
102: al.Revelation.Dock.Stock
103: al.Revelation.Dock.Scan
120: al.Phanon.CheckScanner
189: Lib.Cmd.DockWareManager.Monitor
195: Cmd.TradeReport
213: Lib.Cmd.SaturnComplexHub.Surplus
348: Lib.Cmd.StockExchange.Updater
587: Lib.Cmd.LeadShipWingMonitor
682: Lib.Cmd.Fight.Missiles
723: Lib.Cmd.FireChaff.Check
932: Lib.Cmd.MLCC.UpdateDockSupply