

For: [All]

- **Block Toggled:**
 - Fired when block's state is toggled
 - Has multi-select with two options:
 - "true": executed when selected block is toggled on
 - "false": executed when selected block is toggled off
- **Power Usage %:**
 - Fired depending on block power usage
 - Has dropdown with condition
 - Has slider from 0% to 100%
- **Setting Changed:**
 - Fired when a block's terminal setting is changed
 - Has dropdown with a list of settings applicable for this block along with "default" option
 - "default" option fires event when any setting is changed
 - Has multi-select with two options: (For Boolean terminal options)
 - "true": executed when terminal option set to true
 - "false": executed when terminal option set to false
 - Has slider with values depending on the option selected (For numerical terminal options)
 - For percentages: 0% to 100%
 - For numbers: minimum allowed value to maximum allowed value
 - Has multi-select with "N" options: (For terminal options with multiple values)
 - "N" being the number of values present
 - Contains listing for each value

For: [Grid]

- **Main Cockpit Changed:**
 - Fired when main cockpit on grid has been changed
 - Has no block selection menu
- **Dampeners Toggled:**
 - Fired when grid dampeners are changed
 - Has no block selection
 - Has multi-select with two options:
 - "true": executed when grid dampeners enabled
 - "false": executed when grid dampeners disabled
- **Grid Targets:**
 - Fired when this grid target locks another grid
 - Has no block selection
- **Grid Targeted:**
 - Fired when this grid is targeted by another grid
 - Has no block selection
- **Grid Speed:**
 - Fired depending on grid's speed
 - Has no block selection
 - Has dropdown with condition
 - Has slider from 0 to max speed limit
- **P-Gravity:**
 - Fired depending on grid's P-Gravity
 - Has no block selection
 - Has dropdown with condition
 - Has slider from 0 to maximum possible gravity acceleration

For: [Rotor, Advanced Rotor, Hinge, Piston]

- **Subpart Detached:**
 - Fired when rotor/hinge subpart is detached
- **Subpart Attached:**
 - Fired when rotor/hinge subpart is attached
- **Lower Limit Reached:**
 - Fired when rotor/hinge reaches lower limit if set
- **Upper Limit Reached:**
 - Fired when rotor/hinge reaches upper limit if set

For: [Air Vent]

- **Pressurized %:**
 - Fired depending on oxygen level
 - Has dropdown with condition
 - Has slider from 0% to 100%
- **Vent Status:**
 - Fired when vent's "*VentStatus*" is changed
 - Has multi-select with four options:
 - "depressurized": executed when vent has depressurized room
 - "depressurizing": executed when vent begins depressurizing room
 - "pressurizing": executed when vent begins pressurizing room
 - "pressurized": executed when vent has pressurized room

For: [Hangar Door, Door]

- **Open %**
 - Fired depending on door's "*OpenRatio*"
 - Has dropdown for condition;
 - Has slider from 0% to 100%
- **Door Status:**
 - Fired when door's "*DoorStatus*" is changed
 - Has multi-select with four options:
 - "closed": executed when door finishes closing
 - "closing": executed when door begins closing
 - "opening": executed when door begins opening
 - "opened": executed when door finishes opening

For: [Antenna, Antenna Dish]

- **Broadcast State:**
 - Fired when change is made to antenna's broadcast state
 - Has multi-select with two options:
 - "true": executed when broadcast enabled
 - "false": executed when broadcast disabled
- **Signal Range:**
 - Fired depending on antenna's broadcast radius
 - Has dropdown with condition
 - Has slider from 0 to maximum allowed antenna range)
- **Antenna Enter:**
 - Fired when any other antenna enters this antenna's range
 - Has multi-select with four options:
 - "large": executed if detected grid is large
 - "small": executed if detected grid is small
 - "station": executed if detected grid is station
 - "subgrid": executed if detected grid is subgrid
 - Has multi-select with four options:
 - "owner": executed if detected object's owner matches owner of this sensor
 - "neutral": executed if detected object is neutral
 - "friendly": executed if detected object is friendly
 - "enemy": executed if detected object is enemy
- **Antenna Leave:**
 - Fired when any other antenna leaves this antenna's range
 - Has multi-select with four options:
 - "large": executed if detected grid is large
 - "small": executed if detected grid is small
 - "station": executed if detected grid is station
 - "subgrid": executed if detected grid is subgrid
 - Has multi-select with four options:
 - "owner": executed if detected object's owner matches owner of this sensor
 - "neutral": executed if detected object is neutral
 - "friendly": executed if detected object is friendly
 - "enemy": executed if detected object is enemy

For: [All Weapons]

- **Weapon Fired:**
 - Fired when weapon shoots
- **Weapon Ammo %:**
 - Fired depending on weapon's ammunition ratio
 - Has dropdown with condition
 - Has slider from 0% to 100%

For: [All Turret Weapons]

- **Weapon Locked:**
 - Fired when weapon locks any target
- **Weapon Unlocked:**
 - Fired when weapon loses target

For: [Assembler]

- **Completion %:**
 - Fired depending on assembler's "*CurrentProgress*"
 - Has dropdown with condition
 - Has slider from 0% to 100%

For: [Store]

- **Offer Added:**
 - Fired if offer added to store block
- **Offer Removed:**
 - Fired if offer removed from store block
- **Offer Fulfilled:**
 - Fired if offer accepted

For: [All Thrusters]

- **Thrust Force:**
 - Fired depending on thruster's "*CurrentThrust*"
 - Has dropdown with condition
 - Has slider from 0 to maximum allowed thrust value
- **Propulsion Override:**
 - Fired depending on thruster's thrust override
 - Has dropdown with condition
 - Has slider from 0 to maximum allowed thrust value

For: [Refinery]

- **Completion %:**
 - Fired depending on total progress of refinery
 - Has dropdown with condition
 - Has slider from 0% to 100%

For: [All Cockpits, Cryo Chamber]

- **Cockpit Oxygen %:**
 - Fired depending on cockpit's "*OxygenFilledRatio*"
 - Has dropdown with condition
 - Has slider from 0% to 100%
- **Cockpit Entered:**
 - Same as "Cockpit Occupied" // Applies to Cryo and Remote Control
- **Cockpit Exited:**
 - Fired when player exits this cockpit // Applies to Cryo and Remote Control

For: [Beacon]

- **Signal Range:**
 - Fired depending on beacon's broadcast radius
 - Has dropdown with condition
 - Has slider from 0 to maximum allowed beacon range
- **Jump Beacon:**
 - Fired when another grid is jumping to this beacon

For: [All Button Panels]

- **Button Pressed:**
 - Fired when any button on panel pressed
 - Has slider from 0 to the number of buttons on this panel
 - 0 means action will execute for any button pressed

For: [Camera]

- **Camera Entered:**
 - Fired when any player enters camera view
- **Camera Exited:**
 - Fired when player exits camera view

For: [Collector]

- **Collected:**
 - Fired when collector collects floating objects

For: [Connector]

- **Ejected:**
 - Fired when connector ejects object
- **Connector Status:**
 - Fired when connector's "*MyShipConnectorStatus*" is changed
 - Has multi-select with four options:
 - "connectable": executed when connector becomes connectable
 - "connected": executed when connector connects
 - "unconnected": executed when connector disconnected
 - "idle": executed when connector goes idle

For: [Projector]

- **Projecting:**
 - Fired when projector's "*isProjecting*" is changed
 - Has multi-select with two options:
 - "true": executed when projector starts projecting
 - "false": executed when projector stops projecting
- **Blueprint Changed:**
 - Fired when projector's blueprint is changed or reloaded
- **Projection %:**
 - Fired depending on percentage of blueprint completed
 - Has dropdown with condition
 - Has slider from 0% to 100%

For: [Conveyor Sorter]

- **Filter Changed:**
 - Fired when change is made to sorter's filter

For: [Ship Welder, Ship Grinder, Ship Drill]

- **Tool State:**
 - Fired when tool's "*isActivated*" is changed
 - Has multi-select with three options:
 - "true": executed when tool activated
 - "false": executed when tool deactivated

For: [Heat Vent]

- **Heat Vent %:**
 - Fired depending on open percentage of this heat vent
 - Has dropdown with condition
 - Has slider from 0% to 100%

For: [Jump Drive]

- **Jump Drive Status:**
 - Fired when jump drive state is changed
 - Has multi-select with four options:
 - "ready": executed when drive finished charging
 - "charging": executed when drive begins charging
 - "jumping": executed when drive jumping
 - "spooling": executed when drive jump countdown started
- **Jump Distance %:**
 - Fired depending on jump drive's "*JumpDistanceRatio*"
 - Has a dropdown with condition
 - Has slider from 0% to 100%

For: [Landing Gear, Magnetic Plate]

- **Landing Gear Status:**
 - Fired when gear's "*LandingGearMode*" is changed
 - Has multi-select with four options:
 - "locked": executed when landing gear locks
 - "unlocked": executed when landing gear unlocks
 - "ready": executed when landing gear ready to lock
 - "idle": executed when landing gear goes idle

For: [Laser Antenna]

- **Laser Antenna Status:**
 - Fired when antenna's "*MyLaserAntennaStatus*" is changed
 - Has multi-select with six options:
 - "connected": executed when antenna connection established
 - "connecting": executed when antenna begins connecting
 - "idle": executed when antenna goes idle
 - "out of range": executed when connected antenna goes out of range
 - "rotating": executed when antenna begins rotating
 - "searching": executed when antenna begins searching
- **Signal Range:**
 - Fired depending on antenna's broadcast radius
 - Has dropdown with condition
 - Has slider from 0 to maximum allowed laser antenna range
- **Laser Connection Permanent:** // No way to set without programmable block
 - Fired when antenna's "*isPermanent*" is changed
 - Has slider with three options:
 - "true": executed when connection permanence enabled
 - "false": executed when connection permanence disabled
 - "default": executed when connection permanence changed
- **Laser LOS Require:** // No way to set without programmable block
 - Fired when antenna's "*RequireLOS*" is changed
 - Has multi-select with three options:
 - "true": executed when connection LoS required
 - "false": executed when connection LoS not required

For: [Merge Block]

- **Merge Status:**
 - Fired when merge block's merge state is changed
 - Has multi-select with four options:
 - "merged": executed when merge block merged
 - "unmerged": executed when merge block unmerged
 - "ready": executed when merge block ready to merge
 - "idle": executed when merge block idle

For: [Suspension]

- **Steering Angle %:**
 - Fired depending on suspension's current steering angle
 - Has dropdown with condition
 - Has percent normalized slider from 0 to max steering angle
- **Wheel Speed %:**
 - Fired depending on suspension's current speed
 - Has dropdown with condition
 - Has percent normalized slider from 0 to max wheel speed

For: [Ore Detector]

- **Signal Range:**
 - Fired depending on detector's broadcast radius
 - Has dropdown with condition
 - Has slider from 0 to maximum allowed ore detector range
- **Detector Enter:**
 - Fired when any ore patch enters this detector's range
- **Detector Leave:**
 - Fired when any ore patch leaves this detector's range

For: [Oxygen Farm]

- **O2 Farm %:**
 - Fired depending on farm's production ratio
 - Has dropdown with condition
 - Has slider from 0% to 100%

For: [Parachute Hatch]

- **Atmosphere %:**
 - Fired depending on hatch's "*Atmosphere*"
 - Has dropdown with condition
 - Has slider from 0% to 100%
- **Deployed:**
 - Fired when hatch's parachute is deployed
 - Has multi-select with two options:
 - "true": executed when parachute opened
 - "false": executed when parachute closed

For: [Programmable Block]

- **Script Changed**
 - Fired when programmable block's script is changed or recompiled
- **Script Executed:**
 - Fired when programmable block is run manually via terminal or from another block

For: [Safe Zone]

- **Zone Enter:**
 - Fired when object enters this safe zone
- **Zone Leave:**
 - Fired when object leaves this safe zone
- **Filter Changed:**
 - Fired when change is made to safe zone's filter

For: [Sensor]

- **Sense:**
 - Fired when sensor senses any object
 - Has multi-select with four options:
 - "player": executed when player is detected
 - "asteroid": executed when asteroid is detected
 - "grid": executed when grid is detected
 - "floating objects": executed when floating objects are detected
 - Has multi-select with four options: (available only if "grid" selected from previous selection)
 - "large": executed if detected grid is large
 - "small": executed if detected grid is small
 - "station": executed if detected grid is station
 - "subgrid": executed if detected grid is subgrid
 - Has multi-select with four options: (available only if "player" or "grid" selected from first selection)
 - "owner": executed if detected object's owner matches owner of this sensor
 - "neutral": executed if detected object is neutral
 - "friendly": executed if detected object is friendly
 - "enemy": executed if detected object is enemy

For: [Sound Block]

- **Sound:**
 - Fired when sound block's sound is changed
- **Play %:**
 - Fired depending on percentage of sound played
 - Has slider from 0% to 100%

For: [Target Dummy]

- **Dummy Shot:**
 - Fired when target dummy shot

For: [Warhead]

- **Countdown:**
 - Fired when warhead countdown started
- **Countdown Time:**
 - Fired depending on warhead's "*DetonationTime*"
 - Has dropdown with condition
 - Has slider from 0 to 3600

EXTRA NOTES:

- Words surrounded in quotes and italicized are values from the programmable block scripting API
- For event names with the same name (i.e. Signal Range for antenna, laser antenna, beacon, and ore detector) options will change depending on the block selected
- For multi-selections, action will trigger if any of the selected items match (i.e. If true and false is selected, action will execute for both true and false)
- For multi-selections, if none are selected, action will trigger for any reason/state (i.e. if neither true nor false is selected, action will execute for both true and false)