Miltech Mission Hub

Property Trigger

A trigger based on a variable such as speed or altitude. You use a trigger value to determine when it fires.

Attributes

Attribute	Description
Active On Start	**Enabled:** the trigger will start evaluating the trigger conditions as soon as the missions starts **Disabled:** you need to activate this trigger during the mission
Fire Once	**Enabled:** the trigger will deactivate (stop evaluating) when it fires a connection for the first time **Disabled:** the trigger will keep firing the connected events until it is deactivated
Property Type	You can select which property / variable to monitor: • Altitude (Altitude above sea level, feet) • Altitude Above Ground (feet) • Speed (Indicated airspeed, knots) • Ground Speed (Surface relative ground speed, knots) • Vertical Speed (knots) • Heading (True heading, degrees) • Pitch (degrees, pitch nose down is positive) • Bank (degrees, bank left is positive) • Latitude (decimal degrees) • Longitude (decimal degrees)
Trigger Value	Value to base the trigger on. By choosing the *Higher, Equals, or Lower* action, you set the trigger.
Minimum Duration	Optional: Minimum time (seconds) that the trigger must be active before it can fire
Duration Must Be Continuous	**Enabled:** the minimum duration must be reached in one continuous period. **Disabled:** separate periods are added together until the total duration is met.

Actions

Action	Description
Activate	The trigger start evaluating the trigger conditions
Deactivate	The trigger will stop evaluating the trigger conditions

Events

The events are only fired when the trigger is active

Event	Description
Higher	Fires when the property value is higher than the *trigger value*
Equals	Fires when the property value equals the *trigger value*. Also fires when the value crosses the *trigger value* (for example, if the value goes from 98 to 103, it will also 'equal' 100)
Lower	Fires when the property value is lower than the *trigger value*

See also

- For more advanced logic, use a Custom Code object.

1. If stationary on a moving ship, the surface relative speed is 0 ↩