

# Station Monitor - #516

## Sensor

07/14/2019 01:30 PM - sdust sdust

<b>Status:</b>		<b>Start date:</b>	07/14/2019
<b>Priority:</b>		<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>			
<b>Description</b>			
IsActive   Gets if there is any entity currently being detected.			
Entity			
LastDetectedEntity			
Entity			
DetectedEntities(List)			
Entity			
EntityId   The entity's EntityId			
Name      The entity's display name if it is friendly, or a generic descriptor if it is not			
Type      Enum describing the type of entity			
HitPosition   Position where the raycast hit the entity. (can be null if the sensor didn't use a raycast)			
Orientation   The entity's absolute orientation at the time it was detected			
Velocity     The entity's absolute velocity at the time it was detected			
Relationship   Relationship between the entity and the owner of the sensor			
BoundingBox   The entity's world-aligned bounding box			
TimeStamp    Time when the entity was detected. This field counts milliseconds, compensated for simspeed			
Position     The entity's position (center of the Bounding Box)			
:			
<a href="https://github.com/malware-dev/MDK-SE/wiki/Sandbox.ModAPI.Ingame.IMySensorBlock">https://github.com/malware-dev/MDK-SE/wiki/Sandbox.ModAPI.Ingame.IMySensorBlock</a>			