DashboardLive - Überblick

DashboardLive - Uberblic	CK														
		To be implemented w	vithin												
		<pre><vehicle></vehicle></pre>	VICIIII							factor:					
		<dashboard></dashboard>				trailer:				(optional)					
Elemente		<pre><dashboardlive< pre=""></dashboardlive<></pre>	! >			Number of				Number the					
Elemente		<dashboard.< td=""><td></td><td></td><td></td><td></td><td>partition:</td><td></td><td></td><td>dashboard's</td><td></td><td></td><td></td><td></td><td></td></dashboard.<>					partition:			dashboard's					
		<td>e></td> <td></td> <td></td> <td>or "S" for</td> <td>Number of</td> <td>max:</td> <td>min:</td> <td>value will be</td> <td>)</td> <td></td> <td></td> <td></td> <td></td>	e>			or "S" for	Number of	max:	min:	value will be)				
						currently	choosen	(optional)	(optional)	multiplied					
						selected vehicle		Upper limi	t Lower limit	t with					
valueType=	cmd=	option=	joints=	state=	stateText=	trailer=	partition=	max=	min=	factor=	selection=	selectionGroup=	suggested displayTypes	Description	Version
	disconnected	all any	12n S					optional	optional	optional			VISIBLE, EMITTER	Active if nothing is connected to the given joints	1.0.0.0
	connected	all any	12n S					optional	optional	optional			VISIBLE, EMITTER	Active if something is connected to the given joints	1.0.0.0
	lifted	all any	12n S			1n		optional	optional	optional			VISIBLE, EMITTER	Active if given joint is lifted	1.0.0.0
	lifting	all any	12n S			1n		optional	optional	optional			VISIBLE, EMITTER	Active if given joint is lifting	1.0.0.0
	lowering	all any	12n S			1n		optional	optional	optional			VISIBLE, EMITTER	Active if given joint is lowering	1.0.0.0
	Iowered	all any	12n S			1n		optional	optional	optional			VISIBLE, EMITTER	Active if given joint is lowered	1.0.0.0
	lowerable	all any	12n S			1n		optional	optional	optional			VISIBLE, EMITTER	Active if given joint is lowerable	1.0.0.0
	pto	all any	12n S					optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER	Active if PTO/hydraulics corresponding to given joint is/are active	1.0.0.0
	ptoRpm	all Lany	12n S					optional	optional	optional			NUMBER, TEXT, ANIMATION, SLIDER	Value of PTO's turn rate in relation to the vehicles RPM. Set min, max	1.0.0.0
	рюкрії	all any	121113					Орионал	орионаг	Ориона			NOWBER, TEXT, ANIMATION, SLIDER	and factor for fine tuning	1.0.0.0
	foldable	all any	12n S			1n		optional	optional	optional				·	1.0.0.0
	folded	all any	12n S			1n		optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER		1.0.0.0
	unfolded	all any	12n S			1n		optional	optional	optional			· · · · · · · · · · · · · · · · · · ·	Active if implement at given joint is unfolded	1.0.0.0
	folding	all any	12n S			1n		optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER		1.0.0.0
	unfolding	all any	12n S			1n		optional	optional	optional				Active if implement at given joint is unfolding	1.0.0.0
	foldingState	all any	12n S			1n		optional	optional	optional			NUMBER, TEXT, ANIMATION, SLIDER	Value of current folding process (0 1). Use factor for scaling.	1.0.0.0
	unfoldingState	all any	12n S			1n		optional	optional	optional			NUMBER, TEXT, ANIMATION, SLIDER	Value of current unfolding process (0 1). Use factor for scaling.	1.0.0.0
	tipping	all any	12n S			1n		optional	optional	optional				Active if implement at given joint is tipping to the ground/trigger	1.0.0.0
	swath		12n S			1n		optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER		1.0.0.0
	mpConditioner	all any	12n S			1n		optional	optional	optional				Active if Conditioner is on (requires Maize+)	1.0.0.0
base	seedType	all any	12n S					optional	optional	optional			TEXT	Returns the current set seed type	1.0.0.0
		abs percent max												Value of current fillLevel of choosen trailer and partition at given joint.	
	fillLevel		12n S			1n	1n	optional	optional	optional			NUMBER, TEXT, ANIMATION, SLIDER	abs: absolute value, percent: fillLevel in percent, max: capacity	1.0.0.0
		maxkg						J						absKg: absolute fill weight, percentkg: percent from max weight,	
														maxkg: maximum weight	
	hasSpec	all any	1 2 n S			1n		optional	optional	optional			VISIBLE, EMITTER	Active if implement at given joint has the given specialization	1.0.0.0
		<specname></specname>	<u>'</u>					.,	1.7	1			- ,	the top of the terms of the ter	
	hasTypedesc	all any	12n S			1n		optional	optional	optional			VISIBLE, EMITTER	Active if implement at given joint has the given type description	1.0.0.0
		<typedescname></typedescname>						,		'			VIOLE EMITTED ANIMATION OF IBER		
	tippingState	all any	12n S			1n		optional	optional	optional				Value of current tipping process (01). User factor for scaling.	1.0.0.0
	ridgeMarker	all any	12n S	1 2 3				optional	optional	optional			VISIBLE, EMITTER	Active if ridgeMarker has given state	1.0.0.0
	liftState	all any	12n S					optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER	Value of current lifting state (01). This only makes sense with 3P-	1.0.0.0
		' '	'					<u> </u>	,	 '			, , , , , , , , , , , , , , , , , , , ,	Attachers. Use factor for scaling.	
	Air Oirla	-II I	4.0 1.0	Front Back		4							VIOLDI E EMITTED	A stitus if a static Cirls a socials with sea stip Cirls	4 0 0 0
	tipSide	all any	12n S	Left Right		1n		optional	optional	optional			VISIBLE, EMITTER	Active if set tipSide equals given tipSide.	1.0.0.0
	tipSideText	all I amy	10 10	BackGrainDoor		4		antional	antional	antional			TEVT	Deturns surrent set tin Cide on plain tout	1000
	realClock	all any	12n S 12n S			1n	_	optional optional	optional optional	optional optional			TEXT TEXT	Returns current set tipSide as plain text. Returns real world clock time as plain text.	1.0.0.0
	heading	all any all any	12n S					optional	optional	optional			NUMBER, TEXT	Returns current heading in degree	1.0.0.0
	headingText1	all any	12n S					optional	optional	optional			TEXT	Returns current heading as N, E, S, W.	1.0.0.0
combine	headingText2	all any	12n S					optional	optional	optional			TEXT	Returns current heading as N, NE, E, SE, S, SW, W, NW.	1.0.0.0
	fieldNumber	all any	12n S					optional	optional	optional			NUMBER, TEXT	Returns current field number	1.0.0.0
	Heldivallibel	ali aliy	12113					ориопал	орионаг	ориопал			NOWBER, TEXT	Active if chopper of combine is active (no swath):	
	chopper				enabled active			optional	optional	optional			VISIBLE, EMITTER	enabled: chopper is activated, active: chopper is currently working	1.1.0.0
														Active if combine is producing straw swathes:	
	swath				enabled active			optional	optional	optional			VISIBLE, EMITTER	enabled: swath is activated, active: swath is currently being produced	1.1.0.0
	filling							optional	optional	optional			VISIBLE, EMITTER	Active if combine's tank is currently filling	1.1.0.0
	IIIIIIII							optional	optional	optional			NUMBER, TEXT	Value of worked area	1.1.0.0
	hectars								υριιστίαι				I TOMBER, TEXT	value of worker area	
COMBINE	hectars								ontional	ontional			NUMBER TEXT	Value of set cutting height	1100
combine	cutHeight			112131				optional	optional	optional			NUMBER, TEXT VISIBLE EMITTER ANIMATION SLIDER	Value of set cutting height Active if current pine state equals given state	1.1.0.0
combine	cutHeight pipeState			1 2 3				optional optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER	Active if current pipe state equals given state	1.1.0.0
combine	cutHeight pipeState pipeFolding			1 2 3				optional optional optional	optional optional	optional optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding	1.1.0.0
combine	cutHeight pipeState pipeFolding pipeFoldingState							optional optional optional optional	optional optional optional	optional optional optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling.	1.1.0.0 1.1.0.0 1.1.0.0
Combine	cutHeight pipeState pipeFolding pipeFoldingState overloading			1 2 3				optional optional optional optional optional	optional optional optional optional	optional optional optional optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0
Combine	cutHeight pipeState pipeFolding pipeFoldingState overloading park							optional optional optional optional optional optional	optional optional optional optional optional	optional optional optional optional optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0
Combine	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front							optional optional optional optional optional optional optional optional	optional optional optional optional optional optional	optional optional optional optional optional optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0
Combine	cutHeight pipeState pipeFolding pipeFoldingState overloading park							optional optional optional optional optional optional optional optional optional	optional optional optional optional optional optional optional	optional optional optional optional optional optional optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0
	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff							optional	optional optional optional optional optional optional optional optional optional	optional optional optional optional optional optional optional optional optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
vca	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff_awd							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated Active if advance speed of front axle is activated	1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff diff_awd diff_awdF ks							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated Active if advance speed of front axle is activated Active if "Keep Speed" is activated	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff diff_awd diff_awdF ks slip							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER NUMBER, TEXT	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated Active if advance speed of front axle is activated Active if "Keep Speed" is activated Value of current slip (requires VCA or REA GUI)	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff diff_awd diff_awdF ks slip speed2							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER NUMBER, TEXT	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated Active if advance speed of front axle is activated Active if "Keep Speed" is activated Value of current slip (requires VCA or REA GUI) Value of second speed control	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff diff_awd diff_awdF ks slip							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER NUMBER, TEXT NUMBER, TEXT	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated Active if advance speed of front axle is activated Active if "Keep Speed" is activated Value of current slip (requires VCA or REA GUI) Value of third speed control	1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff diff_awd diff_awdF ks slip speed2 speed3							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER NUMBER, TEXT NUMBER, TEXT VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated Active if advance speed of front axle is activated Active if "Keep Speed" is activated Value of current slip (requires VCA or REA GUI) Value of second speed control Value of third speed control Active if Headland Managament is turned on	1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
vca	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff diff_awd diff_awdF ks slip speed2 speed3 field							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER NUMBER, TEXT NUMBER, TEXT VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated Active if advance speed of front axle is activated Active if "Keep Speed" is activated Value of current slip (requires VCA or REA GUI) Value of second speed control Value of third speed control Active if Headland Managament is turned on Active if Headland Management is currently in field mode	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff diff_awd diff_awdF ks slip speed2 speed3 field headland							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER NUMBER, TEXT NUMBER, TEXT VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated Active if advance speed of front axle is activated Active if "Keep Speed" is activated Value of current slip (requires VCA or REA GUI) Value of second speed control Value of third speed control Active if Headland Managament is turned on	1.1.0.0 1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0
vca	cutHeight pipeState pipeFolding pipeFoldingState overloading park diff_front diff_back diff diff_awd diff_awdF ks slip speed2 speed3 field							optional	optional	optional			VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER, ANIMATION, SLIDER VISIBLE, EMITTER NUMBER, TEXT NUMBER, TEXT VISIBLE, EMITTER VISIBLE, EMITTER VISIBLE, EMITTER	Active if current pipe state equals given state Active if pipe is currently folding or unfolding Value of current folding state (01). Use factor for scaling. Active if pipe is currently overloading Active if park break is set Active if front differential is activated Active if back differential is activated Active if front or back differential is activated Active if all-wheel-drive is activated Active if advance speed of front axle is activated Active if "Keep Speed" is activated Value of current slip (requires VCA or REA GUI) Value of second speed control Value of third speed control Active if Headland Management is turned on Active if Headland Management is currently in field mode Active if Headland Management is currently in headland mode	1.1.0.0 1.1.0.0 1.1.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0 1.0.0.0

valueType=	cmd=	option=	joints=	state=	stateText=	trailer=	partition=	max=	min=	factor=	selection= selectionGroup=	suggested displayTypes	Description	Version
		on .	Jenne-					optional		optional			Active if GPS is turned on (Guidance Steering/GS or VCA)	1.0.0
gps		active						optional		optional		· · · · · · · · · · · · · · · · · · ·	Active if GPS is currently active (GS or VCA)	1.0.0
		lane+						optional		optional		VISIBLE, EMITTER	Active if current GPS-Lane is bigger than 0 (GS only)	1.0.0
		lane-						optional		optional		VISIBLE, EMITTER	Active if current GPS-Lane is smaller than 0 (GS only)	1.0.0
		Tario						optional		optional		NUMBER, TEXT	Value of current GPS-Lane (GS only)	1.0.0
								•	,				Value of necessary course correction (-0.5+0.5, GS only). Use factor	. 1
		delta						optional	optional	optional		ALL	for scaling.	1.1.0
gpsLane		dir						optional	optional	optional		ANIMATION	Direction of course correction (-1: left, +1: right, GS only.	1.1.0
gpozano		dirLeft						optional		optional			Active if direction of necessary course correction is left	1.1.0
		dirRight						optional		optional			Active if direction of necessary course correction is right	1.1.0
		headingDelta						optional		optional		ALL	Value of heading delta to gps course (GS or VCA)	1.1.0
gpsWidth		neadingDeita						optional		optional			Value of currently set gps width	1.0.0
gpsvvidiri		mode						optional		optional			Value of ProSeed's mode in plain text	1.0.0
		mode		auto semi				орионаг	ориопат	ориопаг		IEA	Value of ProSeed's friode in plain text	1.0.0
		mode		· ·				optional	optional	optional		VISIBLE, EMITTER	Active if proSeed's mode equals given state	1.0.0
		diata a a a		manual				ontional	antional	ontional		NUMBER TEVT	Value of tramiling diatance	100
		distance						optional		optional			Value of tramLine distance	1.0.0
		laneDrive						optional		optional		NUMBER, TEXT	Value of currently set lane	1.0.0
		laneFull						optional		optional			Number of lanes set	1.0.0
		tram						optional	optional	optional		,	Active if tramLines are created	1.0.0
proSeed		fert						optional	optional	optional		,	Active if fertilizer is enabled	1.0.0
		areaWork						optional	optional	optional		NUMBER, TEXT	Value of worked area	1.0.0
		areaField						optional	optional	optional		NUMBER, TEXT	Value of field size	1.0.0
		timeUse						optional		optional		NUMBER, TEXT	Value of hectars per hour	1.0.0
		seedUse						optional		optional		_ ,	Value of seed use	1.0.0
		segment		1 2 3				optional		optional		VISIBLE, EMITTER	Active if segment choosen in state is enabled	1.0.0
		tramType						optional		optional			Active if premarked tramlines are created	1.0.0
		audio						optional		optional		,	Active if proSeed's audio signals are enabled	1.0.0
selection								optional	optional	optional			Active if currently selected vehicle/implement equals given selection	1.0.0
Sciection								optional	optional	optional	-2 -1 0 1 2		Active if currently selected group equals given selectionGroup	1.0.0
	isRoundBale	all any	1 2 n S					ontional	antional	ontional		VISIBLE, EMITTER	Active if bale is a round bale	1.1.0
	ISROUNDBAIE	selected current	121113					optional	optional	optional		VISIBLE, EIVILLER	selected: baler setting, current: current bale	1.1.0
	h ala Ci-a	all any	4.0 1.0									NUMBER TEXT	Value of current bale size	440
	baleSize	selected current	1 2 n S					optional	optional	optional		NUMBER, TEXT	selected: baler setting, current: current bale	1.1.0
halan	La la Caración	- 11 1	4.0									NUMBER TEXT	Current value of processed bales (requires Ifko's baleCounter Mod or	4.4.0
baler	baleCountAnz	all any	1 2 n S					optional	optional	optional		NUMBER, TEXT	Göweill DLC or Vermeer DLC)	1.1.0
													Total value of processed bales (requires Ifko's baleCounter Mod or	
	baleCountTotal	all any	1 2 n S					optional	optional	optional		NUMBER, TEXT	Göweill DLC or Vermeer DLC)	1.1.0
	wrappedBaleCountAnz	all I anv	12n S					optional	optional	optional		NUMBER, TEXT	Current value of wrapped bales (requires Ifko's baleCounter Mod)	1.1.0
	wrappedBaleCountTotal	, ,	12n S					optional		optional		NUMBER, TEXT	Total value of wrapped bales (requires Ifko's baleCounter Mod)	1.1.0
													Active if steering axle lock is activated (requires Ifkos lockSteeringAxle	
	found		1 2 n S			1n						VISIBLE, EMITTER, ANIMATION, SLIDER	mod)	1.0.0
IockSteeringAxle													Active if steering axle lock is activated (requires Ifkos lockSteeringAxle	9
	locked		12n S			1n						VISIBLE, EMITTER, ANIMATION, SLIDER	mod)	1.0.0
	tonPerHour											NUMBER, TEXT	Value of currently processed tons per hour	1.1.0
	engineLoad											NUMBER, TEXT	Value of engine load	1.1.0
combineXP	vield												Value of current yield	1.1.0
	highMoisture											VISIBLE, EMITTER, ANIMATION, SLIDER	,	1.1.0
	<u> </u>	all any	12n S					optional	optional	optional		, , ,	Value of tool's rotation	1.1.0
		all any	12n S		origin			optional		optional			Value of tool's rotation normalized	1.1.0
frontLoader		all any	12n S		origin			optional	optional	optional			Active if tool's rotation is between min and max	1.1.0
		all any	12n S		origin			optional		optional			Active if tool's normalized rotation is between min and max	1.1.0
print		ali aliy	12113		Origin			Орионаг	орионаг	орионаг			Prints value of <cmd></cmd>	
print	<text></text>											TEXT VISIBILITY	Displays miniMap on plane at node	1.0.0
miniMap	map												. , , .	1.2.0
	posMarker			410121									Displays position marker on miniMap	1.2.0
cvt	drivinglevel			1 2 3									CVT drive level	1.3.0
	accramp			1 2 3									CVT acceleration ramp	1.3.0
	brakeramp			1 2 3									CVT brake ramp	1.3.0
	neutral												CVT in neutral	1.3.0
	tmspedal			410101									CVT tms pedal activated	1.3.0
	pedalpercent			1 2 3									CVT pedal percent	1.3.0
	digitalhandgasstep			1 2 3									CVT handgas step	1.3.0
	rpmrange												CVT rpm range	1.3.0
	rpmDmin												CVT rpm min	1.3.0
	rpmDmax												CVT rpm max	1.3.0
	phActual											,	actual PH value	1.3.0
	phTarget												target PH value	1.3.0
	phChanged												PH value changed by	1.3.0
	nActual												actual nitrogen level	1.3.0
													target nitrogen level	1.3.0
procforming	nTarget											NUMBER, TEXT	nitrogen level changed by	1.3.0
precfarming	nChanged											,	nitrogen level changed by	1.5.0
precfarming												VISIBLE, EMITTER, ANIMATION, SLIDER		1.3.0
precfarming	nChanged sprayAmountAutoMode applicationRate											VISIBLE, EMITTER, ANIMATION, SLIDER NUMBER, TEXT		1.3.0
precfarming	nChanged sprayAmountAutoMode											VISIBLE, EMITTER, ANIMATION, SLIDER NUMBER, TEXT	spray amount automode	1.3.0 1.3.0 1.3.0 1.3.0