Color number (reading order, top left to bottom right)	Input type			Output type			
	Boolean	Number	Vector	Boolean	Number	Vector	Userdata
1	*			****			
2	drop	gravity (z-axis)	gravity (directional)	****	predicted airtime		
3	lead	muzzle velocity	local shape offset	****	horizontal direction		
4	lead w\ acceleration	drag**	global target offset	****	vertical direction		
5	arc	player case***	target position	****		aim global position	
6	blacklist?	tracer case***	target velocity	****		aim global direction	
7	track players	body case***	target acceleration	****			target
8	track tracers	target filtering nr.		****			
9	track static bodies			****			
10	track movable bodies			****			
11	*			****			
12	hold target			****			
13	hold in bounds			****			
14	*			****			
15	*			****			
16	*			****			
17	*			****			
18	*			****			
19	*			****			
20	*			****			
21	*			****			
22	*			****			
23	*			****			
24	*			****			
25	*			****			
26	*			****			
27	*			****			
28	*			****			
29	*			****			
30	*			****			
31	*			****			
32	*			****			
33	*			****			
34	*			****			
35	*			****			
36	*			****			
37	*			****			
38	*			****			
39	*			****			
40	*			****			

*	turns tracker on
**	only values from 0-1
***	toggles every tick (feed it an ID for 1 tick)
****	on when a target is found