List of Device Fields

Base mounted devices

Battery

YOLOL field	description	range
BatteryPriority	Batteries with a lower priority get used first	
StoredBatteryPower	Current charge level of the battery	0 - 10 000
MaxBatteryPower	Maximum charge level of the battery	10 000

To learn more about the usage of fields, consult these wiki pages:

- Universal tool
- Data networks
- YOLOL

Cargo beam

YOLOL field	description	range
CargoBeamOnState	Dictates whether the beam is on or off. 0 = off, any other value = on.	
CargoBeamSearchLength	The maximum distance from where the beam can lock onto objects. Measured in meters.	0 - 1000
CargoBeamStatus	The current status of the beam, 0 = off or unlocked, 1 = touching object but unlocked, 2 = locked	0 - 2

To learn more about the usage of fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Fixed mount

Generator

Fuel Rod

YOLOL field	Description	Range
StoredRawFuel	The amount of fuel currently in this rod	0 - 300000
MaxRawFuel	The maximum amount of fuel that can be stored in a fuel rod	300000

Fuel Chamber

YOLOL field	Description	Range
HeatProduction	Amount of heat the fuel chamber is currently producing per second	0 -
FuelChamberFuel	Amount of fuel currently available in this chamber's fuel rod	0 - 300000
FuelChamberMaxFuel	Maximum amount of fuel that can be stored in this chamber's rod, zero if no rod	0 - 300000
FuelChamberStoredHeat	Amount of heat currently stored in the fuel chamber	0 - 1500
FuelChamberMaxStoredHeat	Maximum amount of heat that can be stored in the fuel chamber	1500
FuelChamberUnitRateLimit	Upper limit for conversion rate for this fuel chamber, as a percentage.	0 - 100
FuelChamberUnitRate	Current conversion rate for this fuel chamber, expressed as a percentage.	0 - 100

Generator Unit

YOLOL field	Description	Range
ElectricityProduction	Amount of electricity the generator unit is currently producing per second	0 -
HeatProduction	Amount of heat the generator unit is currently producing per second	0 -
GeneratorUnitRateLimit	Upper limit for conversion rate for this generator unit	0 - 100
GeneratorUnitRate	Current conversion rate for this generator unit, expressed as a percentage.	0 - 100
GeneratorUnitStoredHeat	Amount of heat currently stored in the generator unit	0 - 1500

GeneratorUnitMaxStoredHeat	Maximum amount of heat that can be stored in the generator unit	1500

Cooling Rack

YOLOL field	Description	Range
CoolerUnitRateLimit	Upper limit for conversion rate for this cooler	0 - 100
CoolerUnitRate	Current conversion rate for this cooler. Conversion is being performed at 1 conversion * this percentage per second.	0 - 100

Small Cooling Cell

YOLOL field	Description	Range
CoolantPriority	Cells with a higher priority get used up first and refilled last	integer
StoredCoolant	Current amount of coolant in this cooling cell	0 - MaxCoolant
MaxCoolant	Maximum amount of coolant that can be stored in the cooling cell	10000

Radiator Base

YOLOL field	Description	Range
RadiatorHeatDissipation	Current radiation rate for this radiator base	0 - 1500
RadiatorStoredHeat	Current amount of heat in this radiator base	0 - RadiatorMaxStoredHeat
RadiatorMaxStoredHeat	Maximum amount of heat that can be stored in the radiator base	1500

Radiator Extension

YOLOL field	Description	Range
RadiatorHeatDissipation	Current radiation rate for this radiator extension	0 - 750
RadiatorStoredHeat	Current amount of heat in this radiator extension	0 - RadiatorMaxStoredHeat
RadiatorMaxStoredHeat	Maximum amount of heat that can be stored in the radiator extension	1500

Heatsink

YOLOL field	Description	Range
HeatTransferRateLimit	Maximum heat transfer to radiators, expressed as a percentage	0 - 100

HeatTransferRate	Current heat transfer to radiators, expressed as a percentage	0 - 100
HeatsinkStoredHeat	Amount of heat stored inside the heatsink	0 - 15,000
HeatsinkMaxStoredHeat	Maximum value for heat storage	0 - 15,000

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Hinges

YOLOL field	Description	Range
DoorOpenState	Input field for requested door state. 0 is closed, 1 is fully open.	[0,1]
DoorCurrentState	Reports the current position of the door, on the same scale as *DoorOpenState*	[0,1]
EndAngle / EndPosition	The rotation/position the joint should be at when *DoorOpenState* is 1. Is measured in percents(%) relative to the maximum possible open state for prismatic joints, and degrees in hinge joints.	
StartAngle / StartPosition	The rotation/position the joint should be at when *DoorOpenState* is 0. Is measured in percents(%) relative to the maximum possible open state for prismatic joints, and degrees in hinge joints.	
TargetVelocity	The maximum velocity the joint will reach. Different joint devices have different velocity limits, and might not be able to reach the configured velocity.	

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Mounted weapons

Radio transmitters

YOLOL field	description	range
TransmitMessage	Message being sent	
TransmitRange	Range where the message can be received	1000000
Frequency	The frequency channel the transmitter will send signals to.	1

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks

- YOLOL

Range finder

YOLOL field	description	range
RangeFinderOnState	Whether the range finder should try to be on. 0 is off, everything else is on.	
RangeFinderSearchLength	The maximum distance to check for hits, up to the device's maximum. Measured in meters.	0 - 1000
RangeFinderDistance	The output field which reports the distance the laser goes. Measured in meters. Accuracy is 1mm.	

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Robot arms

YOLOL field	description	range
TargetArmLength	Telescoping arm target length	[0,100]: percent of maximum extension
CurrentArmLength	Current arm length updated during arm movement	[0,100]: percent of maximum extension
EndPosition	Extension at maximum arm length	
StartPosition	Extension at minimim arm length	
TargetVelocity	Target velocity of telescoping movement	

YOLOL field	description	range
TargetArmAngle	Rotating joint target angle	[-180,180]: degrees
CurrentArmAngle	Rotating joint current angle updated during arm rotation	[-180,180]: degrees
MaxRotation	Maximum rotation	
MinRotation	Minimum rotation	
TargetVelocity	Target velocity of rotation	

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Thrusters

Each of the four thrusters share a set of common device fields (below), but the plasma thruster has additional device fields owing to its unique characteristics.

YOLOL field	description	range
ThrusterState	Requested output of the thruster	0 - 10 000
ThrusterCurrentThrust	Current output of the thruster	0 - 10 000

In addition to these, the plasma thruster has two extra fields.

YOLOL field	description	range
isactive	1 = charge ; 0 = discharge	/
chargelevel	the current charge level of the plasma thruster, must be 1 to produce thrust	0 - 1

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Turntable

YOLOL field	description	range
TurretRotation	Target rotation of the turntable	0
TurretCurrentRotation	Current rotation of the turntable	0
MaxRotation	Value to use for maximum rotation (equiv to +180 deg, does not effect how far the turret can rotate)	180
MinRotation	Value to use for minimum rotation (equiv to -180 deg, does not effect how far the turret can rotate)	-180
TargetVelocity	Target velocity in which the turntable rotates	3

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Interactables

Buttons

Small button, Hybrid button & Twist handle

YOLOL field	description	range
ButtonState	The name of the field of which value the button modifies.	ButtonOnStateValue / ButtonOffStateValue
ButtonOnStateValue	Controls the value when pressed	

ButtonOffStateValue	Controls the value when released	
ButtonStyle	Controls the interaction type of the button	**0:** Hold down and release **1:** Basic Toggle (in-game button remains down while it is "on") **2:** 4-state switch (in-game button returns to the unpressed position whether it is "on" or "off")

Warning light button

YOLOL field	description	range
ButtonState	The name of the field of which value the button modifies.	0/1
ButtonStyle	Controls the interaction type of the button	**0:** Hold down and release **1:** Basic Toggle (in-game button remains down while it is "on") **2:** 4-state switch (in-game button returns to the unpressed position whether it is "on" or "off")
ButtonColor	Sets the color of the button.	**0** = Red, **1** = Orange, **2** = Green, **3** = Blue, Anything else = Red
ButtonEnableBlink	When enabled the button will light up periodically.	**0** = No blinking, **1** = Blinking (Number sets the interval)

Simple buttons

YOLOL field	description	range
ButtonState	The name of the field of which value the button modifies.	0/1
ButtonStyle	Controls the interaction type of the button	**0:** Hold down and release **1:** Basic Toggle (in-game button remains down while it is "on") **2:** 4-state switch (in-game button returns to the unpressed position whether it is "on" or "off")
ButtonColor	Sets the color of the button.	**0** = Blue, **1** = Red, **2** = Green, **3** = White, Anything else = Blue

Switch

YOLOL field	description	range
SwitchState	The name of the field of which value the button modifies.	-1/0/1
SwitchStyle	Controls the interaction type of the button	**0:** Hold down and release **1:** Toggle (-1/0/1) **2:** Toggle (-1/1)

SwitchColor	Sets the color of the button.	**0** = Black, **1** = Red, **2** = Orange, **3** = Green, **4** = Blue, Anything else = Black

Safety lid buttons

YOLOL field	description	range
ButtonState	The name of the field of which value the button modifies.	ButtonOnStateValue / ButtonOffStateValue
ButtonOnStateValue	Controls the value when pressed	
ButtonOffStateValue	Controls the value when released	
ButtonStyle	Controls the interaction type of the button	**0:** Hold down and release **1:** Basic Toggle (in-game button remains down while it is "on") **2:** 4-state switch (in-game button returns to the unpressed position whether it is "on" or "off")
ButtonColor	Sets the color of the button.	**0** = Red, **1** = Orange, **2** = Green, **3** = Blue, Anything else = Red
ButtonEnableBlink	When enabled the button will light up periodically.	**0** = No blinking, **1** = Blinking (Number sets the interval)

To learn more about the usage of fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Lamps

YOLOL field	description	range
LampOn	Determines whether the light is on. 0 is off, everything else is on.	0 - 1

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Levers

YOLOL field	description	range
LeverState	Lever's current state between LeverMinOutput and LeverMaxOutput	LeverMinOutput - LeverMaxOutput
LeverMinOutput	Unidirectional - Output in low end, Bidirectional - Output in left end	
LeverMaxOutput	Unidirectional - Output in high end, Bidirectional - Output in right end	

LeverCenterOutput	Output value when the lever is in the center
LeverCenterDeadZone	How large is the dead zone in the center of an unidirectional lever
LeverCenteringSpeed	How fast does (unidirectional lever reset to low end)(bidirectional lever reset to center) once released
LeverBindsMoveSpeed	How fast does the lever move with binds

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Propellant

Propellant tank support

YOLOL field	description	range
IsOpenId	Input/output field for closing/opening connectors.	0 - 1
FlowId	Output field for resource amounts flowing through the network.	
GasNetworkStoredResource	Amount of propellant currently available in all conected containers.	0 - GasNetworkMaxResource
GasNetworkMaxResource	Maximum amount of propellant that can be stored in all conected containers.	

Propellant tank

YOLOL field	description	range
GasContainerStoredResource	Amount of propellant currently available in this container.	0 - GasContainerMaxResource
GasContainerMaxResource	Maximum amount of propellant that can be stored in this container.	

To learn more about how to use the device fields, consult these wiki pages:

- Universal Tool
- Data networks

- YOLOL

Rail devices

Mover

YOLOL field	description	range
speed	Target velocity of the rail mover in m/s	
RailMoverTriggerValue	If we cross a rail trigger that is configured to emit values read from the mover, it reads from this field.	

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Relay

YOLOL field	description	range
IsEnabled	On/Off	0/1

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Sensor strip

YOLOL field	description	range
RailSensorOutput	The output field the sensor strip writes to. Decimal metres.	Without delta: [0,0.960], with delta: any numeric
RailSensorDelta	Value added to the detected range before writing the result to **RailSensorOutput**	Numeric, any
RailSensorMoverFilter	If non-zero, the strip only detects movers with **RailMoverTriggerValue** equal to this.	

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Trigger

YOLOL field	description	range

RailTriggerOutput	The output field the trigger writes to.	None
RailTriggerValue	Value written to **RailTriggerOutput** when a rail mover passes over.	
RailTriggerReadMover	If non-zero, will read the rail mover's **RailMoverTriggerValue** field and emit that instead of the trigger's **RailTriggerValue**.	

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Screens

Information screen

YOLOL field	description	range
InfoScreenContent	Input string which will be displayed on the screen	364 mark string

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Modular displays

Progress bars

YOLOL field	description	default
PanelValue	The value to display on the progress bar	
PanelMinValue	The value at or below which the progress bar will appear empty	0
PaneMaxValue	The range at or over which the progress bar will appear full(PanelMaxValue-PanelMinValue=TrueMaxValue)	100
PanelVariableResolution	The smallest increment the number and progress bar will reflect, written out as a power of 10 (i.e. 0.01 will display two decimal places)	1

Text Panel

YOLOL field	description	default
PanelValue	The value to display on the text panel	
PanelVariableResolution	The smallest increment the number and text panel will reflect, written out as a power of 10 (i.e. 0.01 will display two decimal places)	1

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Utility Devices

Cargo lock frame (Assembly)

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

YOLOL field	description	range
CargoFrameState	Is the force field on or off	0 - 1

Flight control unit

YOLOL field	description	default range	availability
FcuMfcIO	For connecting the Main flight computer		All
FcuInputRange	Scales the accepted input range	100	All
FcuGeneralMultiplier	A "soft power switch", scales all output	100	All
FcuForward	Moves the ship straight forward or combines FcuFwdBwd rotations with the forward movement	0 to 100	All
FcuBackward	Moves the ship straight backward or combines FcuFwdBwd rotations with the backward movement	0 to 100	All
FcuRotationalPitch	In-place pitch rotation	-100 to 100	All
FcuRotationalYaw	In-place yaw rotation	-100 to 100	All
FcuRotationalRoll	In-place roll rotation	-100 to 100	All
FcuUpDown	Moves the ship straight up or down	-100 to 100	Advanced, Premium
FcuRightLeft	Moves the ship straight right or left	-100 to 100	Advanced, Premium
FcuFwdBwdPitch	Rotation combined to forward/backward movement	-100 to 100	Premium
FcuFwdBwdYaw	Rotation combined to forward/backward movement	-100 to 100	Premium

FcuFwdBwdRoll	Rotation combined to forward/backward movement	-100 to 100	Premium

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Main flight computer

YOLOL field	description	range
FcuMfclO1	For connecting an FCU to the MFC	-
FcuMfclO2		-
ThrusterPowerLevel01 - 50	50 fields for connecting thrusters to the MFC. These field names are set for the ships thrusters.	-

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Mining laser

YOLOL field	description	range
MiningLaserOn	Mining laser turns off when this is set to 0 and on when set to anything else	0 - 1
MiningLaserBeamLength	The length of the beam. Measured in meters.	0 - 20

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

Network relay

YOLOL field	description	range
IsMasterEnabled	On / Off (Input side)	0 / 1
IsEnabled	On / Off (Output side)	0 / 1

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks

- YOLOL

Tractor beam

YOLOL field	Description	Range
tractorBeamOnState	Beam on/off	1 or 0
tractorBeamSoftRelease	When set to 1, brings the object grabbed by the beam to a stop, then turns off the beam	1 or 0
tractorBeamSnapToObjects	When set to 1, tractor beam tries to snap held object to nearby objects	1 or 0
tractorBeamSearchLength	Length (meters) of the beam when the beam is not attached to anything. Max range of the beam.	0-100
tractorBeamForce	Maximum amount of force the beam will try to apply to grabbed object.	0-50,000
tractorBeamTorque	Maximum amount of torque the beam will try to apply to grabbed object.	0-50,000
tractorBeamPosition	The distance (meters) the beam tries to move a held object to. Resets on grab, but does not message network / other devices.	0-100
tractorBeamYaw	The yaw (degrees) the beam tries to move a held object to, relative to the base. Resets on grab, but does not message network / other devices.	-
tractorBeamPitch	The pitch (degrees) the beam tries to move a held object to, relative to the base. Resets on grab, but does not message network / other devices.	-
tractorBeamRoll	The roll (degrees) the beam tries to move a held object to, relative to the base. Resets on grab, but does not message network / other devices.	-
tractorBeamObjectInBeam	Indicates whether an object is grabbed by the beam.	1 or 0
tractorBeamForceApplied	Indicates the force currently being applied to the grabbed object. Can be used to detect when the grabbed object has been set to the target position.	-
tractorBeamTorqueApplied	Indicates the torque currently being applied to the grabbed object. Can be used to detect when the grabbed object has been set to the target rotation.	-

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

YOLOL devices

YOLOL Chip

YOLOL field	description	range
ChipWait	Controls script execution. Negative values mean execution is paused, zero means script is being executed, and positive values mean execution will continue after the amount of line runs have passed that are equal to the value.	Numeric, any

- Universal Tool
- Data networks
- YOLOL

Chip socket

Memory chip

YOLOL field	description	range
ChipField1		
ChipField2		
ChipField3		
ChipField4		
ChipField5		
ChipField6		
ChipField7		
ChipField8		
ChipField9		
ChipField10		

- Universal Tool
- Data networks
- YOLOL

Modular device rack

To learn more about how to use fields, consult these wiki pages:

- Universal Tool
- Data networks
- YOLOL

YOLOL field	description	range
CurrentState		

OnState
OffState
ButtonStyle

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