

The terminal is a trigger that can for example open a door or you may want to cause an alarm when an enemy presses it or you can even trigger a trap.

The red terminal shows that it is locked.

The terminal Power lines is optional which should be connected with what ever the terminal triggers. For instance if you open a door you can place the power lines from the terminal to the door. This is good if you want to show the player what the terminal possibly will do.