

Name	What it Does	Notes & Other Changes
TerminalText	<ul style="list-style-type: none">• Ship monitors trim/base, including the one at the ship door.• Security cam right outside the ship doors	--
Charger	<ul style="list-style-type: none">• Main body of the charge station	--
DarkSteel	<ul style="list-style-type: none">• Circle in the charge station	<ul style="list-style-type: none">• Metal portion of Shovels• Factory Main Entrance Fan Enclosure and Motor Wheel• Factory Server Room PC shelves
ElevatorSteel	<ul style="list-style-type: none">• Antenna base on top of the ship• Air vent base• Ship speakers	<ul style="list-style-type: none">• Speaker at the Company desk• Antenna on one of Artifice's warehouses
BlackRubber	<ul style="list-style-type: none">• Cupboard shelves• Door control panel button/box trims• Main monitor buttons trim• Top of charge station• Terminal keyboard cord• Inside vent of air vent• Base of Flood lights on ship antenna	<ul style="list-style-type: none">• Glass of Flashlights and Pro-Flashlights• Small bob at the top of Zap Guns• Wires and the small circles on the side of breaker panels• Power line cords on some moons• Connection pieces of tank train cars that are present on some moons• Top of fences that are present on some moons• Wheelchair that is found in one of Artifice's warehouses• Ropes on the tops and bottoms of shipping containers at The Company Building• Small bob at the top of Turrets• Key holes of Factory doors. (Includes moon main entrance doors.)• Shelves and Lockers typically found in Balcony, Storage, and Apparatus Rooms of Factories, as well as in buildings on some moons• Cords in Catwalk, Broken Catwalk, and Staircase Rooms• Small piece of Boilers in Hallway Intersections of Factories• Inside grating of the yellow prop that holds the Apparatus• Parts of the printer-esque prop typically found in Storage and Manufacturing Rooms in Factories• Dust Pan scrap's handle• Egg Beater scrap's handle
ScreenOff	<ul style="list-style-type: none">• Monitor screens when off	<ul style="list-style-type: none">• Strange... rectangles for blank space between rooms, normally only viewable on the ship monitors
DeskBottom	<ul style="list-style-type: none">• Desk below the monitors	--
ControlPanel	<ul style="list-style-type: none">• Square on top of the desk• Ship Lever	--
ShipFloor	<ul style="list-style-type: none">• Ship floor color inside	<ul style="list-style-type: none">• (Uses ShipRoomMetal if window1, 2, or 3 from ShipWindows is present, can use LethalConfig to refresh them)
ShipHull	<ul style="list-style-type: none">• Ship color outside	--
ShipRoomMetal	<ul style="list-style-type: none">• Ship walls inside• Pipes and cosmetic control panels outside the ship	<ul style="list-style-type: none">• (Doesn't work when opening a Save/Lobby if window1, 2, or 3 from ShipWindows is present, can use LethalConfig to refresh them)• (Pipes and the cosmetic boxes only apply when opening a Save/Lobby, and can't be refreshed mid-game)
BunkBeds	<ul style="list-style-type: none">• Bunk Bed• File Cabinet	--
LockerCabinet	<ul style="list-style-type: none">• Red of the cupboard	<ul style="list-style-type: none">• Fire Exit Door edges• Fire Exit main Door (Will only apply when opening a Save/Lobby and can't be refreshed mid-game)• Red Circles on V-type engines
ShipDoors	<ul style="list-style-type: none">• Main Color of the ship doors	<ul style="list-style-type: none">• (Doesn't work on save load if window4 from ShipWindows is present, can use LethalConfig to refresh them)
ShipDoors2	<ul style="list-style-type: none">• Trim of the ship doors	<ul style="list-style-type: none">• (Doesn't work on save load if window4 from ShipWindows is present, can use LethalConfig to refresh them)
DoorGenerator	<ul style="list-style-type: none">• Little generator next to the ship doors, below the door control panel	--
DoorControlPanel	<ul style="list-style-type: none">• Control panel that control the doors	--