**Switch**

<color=#00ffffff>In*-*Game</color> <color=#008000ff>Interactable</color><br><br>If connected to a <b>CONNECTOR SWITCH</b> (by being placed on the same tile), their “On” variables becomes linked.<br><br><b>Variables:</b><br><b>On</b> – When selected it will allow power to pass through the <b>CONNECTOR SWITCH</b>.

**Button**

<color=#00ffffff>In*-*Game</color> <color=#008000ff>Interactable</color><br><br>If connected to a <b>CONNECTOR SWITCH</b> (by being placed on the same tile), their “On” variables becomes linked. Only stays on for a limited time.<br><br><b>Variables:</b><br><b>On</b> – When selected it will allow power to pass through the <b>CONNECTOR SWITCH</b>. <br><b>Wait Time</b> – The duration the button stays on.

**Wall**

<color=#00ffffff>In*-*Game</color> <color=#ff0000ff>Non-Interactable</color><br><br>Blocks player’s in-game movement.

**Powered Door**

<color=#00ffffff>In*-*Game</color> <color=#ff0000ff>Non-Interactable</color><br><br>If unpowered, blocks player’s in-game movement. When Powered, the player can move freely through it.<br><br><b>Variables:</b><br><b>Start Powered</b> – When selected it allows the player to move through it when unpowered. When powered it would block the player’s in-game movement.

Battery

<color=#ffa500ff>In*-*Editor</color><br><br>Constantly emits power to connected <b>POWER LINES</b>.<br><br><b>Variables:</b><br><b>Power Output</b> – The amount of power it outputs.

Connector Switch

<color=#ffa500ff>In*-*Editor</color><br><br>If On and an input has power, powers output. Connects to In-Game Objects that have the “On” variable.<br><br><b>Variables:</b><br><b>Power Output</b> – The amount of power it outputs.<br><b>On</b> – When selected, and if its inputs are powered, it will power its outputs.

Cross Wire

<color=#ffa500ff>In*-*Editor</color><br><br>Allows horizontally and vertically running <b>POWER LINES</b> to be powered independently from each other.

Gate

<color=#ffa500ff>In*-*Editor</color><br><br>Logic gate that outputs power depending on whether its inputs are powered and its Gate Type.<br><br><b>Variables:</b><br><b>Power Output</b> – The amount of power it outputs.<br><b>Gate Type</b> –The type of gate logic:<br><b>AND</b> If all inputs are powered, power outputs. Must have 2+ inputs.<br><b>OR</b> If one or more inputs are powered, power outputs. Must have 2+ inputs.<br><b>XOR</b> If an odd number of inputs are powered, power outputs. Must have 2+ inputs.<br><b>NOT</b> If input is not powered, power outputs. Must have only 1 input.<br><b>NAND</b> If not all inputs are powered, power outputs. Must have 2+ inputs.<br><b>NOR</b> If no inputs are powered, power outputs. Must have 2+ inputs.<br><b>XNOR</b> If an even number of inputs are powered, power outputs. Must have 2+ inputs.

Power Line

<color=#ffa500ff>In*-*Editor</color><br><br>Connects In-Editor Objects and moves power from one tile to another. Due to resistance, power decreases by one for every Power Line it goes through.<br><br>To draw, click and drag from one tile to adjacent tiles. If drawn towards an In-Editor Object, it will act as an input. If drawn away from an In-Editor Object, it will act as an output.