Connector

2019/07/13 09:03 - sdust sdust

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ThrowOut   Gets or sets whether this connector should throw out anything placed in its inventory.
CollectAll   Gets or sets whether this connector should be pulling items into its inventory.
PullStrength   Gets or sets the currently configured strength of the pull when the connector is within range of another.
Status   Determines the current status of the connector.

Unconnected   This connector is not connected to anything, nor is it near anything connectable.
Connectable   This connector is currently near something that it can connect to.
Connected   This connector is currently connected to something.

OtherConnector   Gets the connector this one is connected to when Status is ConnectorStatus.Connected .

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https://github.com/malware-dev/MDK-SE/wiki/Sandbox.ModAPI.Ingame.IMyShipConnector

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