```
SPEC ID       : QLA-BP-000000001208                                RESONANCE     : 9.2 / 10.0 CR
ATTRIBUTED TO : Klei Entertainment Simulation Lab                  CALIBRATED    : 2026-11-05
NODE ENDPOINT : https://qualia-teal.vercel.app/idea/b0000000-0000-0000-0000-000000001208
```

Ferro-Thermal Logic Peripheral

[THE MECHANICS:]

The hardware unit is a desktop-grade simulation interface featuring a sealed, multi-chamber ferrofluid display actuated by a 12-bit electromagnetic array. This array translates real-time gas pressure and fluid dynamics from the Oxygen Not Included simulation engine into physical, visible movement of the ferrofluid, providing a high-fidelity analog representation of in-game atmospheric states. The device chassis incorporates a dual-zone Peltier-effect thermal plate that physically adjusts its surface temperature to mirror the ambient thermodynamic conditions of the player's colony or character environment, creating a tactile feedback loop for thermal management.

The interface utilizes high-torque haptic rotary encoders styled after industrial valves, allowing for granular adjustment of in-game piping, automation thresholds, and negotiation variables. These encoders provide dynamic resistance based on the "stress" or "pressure" of the in-game system, utilizing the proprietary Klei-Link API to synchronize the physics-based animation frames with physical mechanical tension. This creates a direct neural-mechanical link between the player's manual input and the artisanal, hand-animated physics of the game engine.

[UTILITARIAN VALUE:]

This peripheral establishes a high-margin "Simulation-Grade" hardware category for the survival genre, converting the abstract complexity of thermodynamic simulations into a tangible, premium user experience. It drives significant ecosystem lock-in and increases average revenue per user (ARPU) by offering a physical manifestation of digital entropy, while simultaneously functioning as a functional telemetry tool that reduces cognitive load during high-complexity management tasks.

[TARGET ECOSYSTEM:]

High-E_L_O simulation enthusiasts and collectors within the gothic-survival and systems-engineering player segments.

INTERACTIVE 3D TERMINAL & SOVEREIGN CRAFT ECOSYSTEM LINKS

1. Inspect Live 3D Simulation, Crash-Test BOM & 1-Click Claim/Delist:
   https://qualia-teal.vercel.app/idea/b0000000-0000-0000-0000-000000001208
2. Commission Verified Modular Sound & 3D Artisans (USD Bounties on Roily):
   https://roily-app.vercel.app/?tab=feed
3. Source Direct B2B Manufacturing & Code Execution (0% Tax on DealOff):
   https://deal-off.vercel.app/?from=qualia&title=Ferro-Thermal%20Logic%20Peripheral&bounty=250
4. Hardware Unit-Economics Essays & Original Books by C.J. Night:
   https://cjnight.substack.com