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Known bugs

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General

Wiremod is known not to be fully working in Garry's Mod Beta due to UI updates.

Gates

- ~~Angle - Inequal~~ Misspelled, should be *Not equal*
- **Angle - Select** Bugs out debugger when select isn't wired up.
- **Array** All except retriever bug out the debugger when the array isn't used.
- **Array** Why are the in/outputs called Tbl when they are arrays?
- ~~Entity - aimNormal~~ Error spam, outputs aimdirection
- ~~Entity - Apply angular force~~ Pointless output.
- ~~Entity - Apply force~~ Pointless output.
- ~~Entity - Apply offset force~~ Pointless output.
- ~~Entity - Apply torque~~ Pointless output, spams errors.
- ~~Entity - Bearing~~ What is the point of the clk input? - To update bearing if the target position remains the same, but the entity moves.
- ~~Entity - Elevation~~ What is the point of the clk input? - See above
- ~~Entity - Heading~~ What is the point of the clk input? - See above
- ~~Entity - Set Color~~ Pointless output.
- ~~Entity - Set Mass~~ Pointless output.
- **Memory - up-down counter** Shouldn't this thing work as [this](#) ?
- ~~Ranger - Hit~~ Error spam.
- ~~Timer - Indefinite Integral~~ Works exactly like a clamped accumulator & uses global variables, **removal?** - Removed
- ~~Timer - Integral~~ Uses global variables. - Removed
- **Timer - Saw pulse** Outputs wrong value while SlopeDescendTime.
- **Selection - Value Range** Works the same as clamp, no point, **removal?**
- ~~Trig - Quadratic function~~ Debug error spam, Only the positive solution outputs, but a wrong value.
- **Vector - Equal** Only outputs 1 when the vectors are exactly the same, however using the logic of the greater and less gates it should output 1 when the magnitude is equal.
- ~~Vector - Equal or greater than~~ Doesn't work.
- **Vector - Inequal** Misspelled, should be *Not equal*. Only outputs 0 when the vectors are exactly the same, however using the logic of the greater and less gates it should output 0 when the magnitude is equal.
- **Vector - Select** Does exactly the same as a multiplexer, **removal?**

Tools

- ~~I/O - Adv Pod Controller~~ Damage health and armor don't seem to work.
- **I/O - Pod controller** Doesn't work at all, even with the standard settings, **Removal?**
- **I/O - Relay** Toggle variable only works for numpad inputs.
- **I/O - 2way radio** works the same as a normal radio but limited, **Removal?**
- ~~I/O - Text receiver~~ Error on right-click, doesn't dupe updated values and looks like a gigantic confusing mess in general, **removal?**
- **I/O - Vehicle Controller** Doesn't work at all.

- **Detection - Damage detector** On input only works after being wired up.
- **Detection - Damage detector** Damage output doesn't work at all.
- **Detection - GPS** Current selected memory always increases with one, which only makes sense when it is on the last added position.
- **Detection - Speedometer** Why does split outputs remove the KPH and MPH output?
- **Display - Sound Emitter** Volume input doesn't work.
- **Display - Sound Emitter** Collision tick does nothing. Note: weld seems to both weld and nocollide sound emitter with all.
- **Display - Sound Emitter** Not really a bug, but LFO is only partly implemented, someone should finish it.
- **Display - 7 segment display** Update causes lua error: addons\wire\lua\wire\stools\display.lua:208] attempt to index local 'wire_indicators' (a boolean value)
- **I/O - Radio** Value isn't clamped, making it greater than 32, makes a "Warning: Unhandled usermessage "" appear.

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