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Gates angle

From Wiremod Wiki

Contents

Add

Inputs:		🅰 A B C D E F G H
Outputs:		🅰 Out
Description:		Adds the inputs together.

Clamp (angles)

Inputs:		🅰 A Min Max
Outputs:		🅰 Out
Description:		Clamps each angle component from A between their counterparts of Min and Max.

Clamp (numbers)

Inputs:	🅰 A 🅽 Min Max
Outputs:	🅰 Out
Description:	Clamps each angle component from A between the values of Min and Max.

Compose

Inputs:	🅽 Pitch Yaw Roll
Outputs:	🅰 Out
Description:	Creates an angle from the inputs Pitch Yaw and Roll.

Decompose

Inputs:	🅰 A
Outputs:	🅽 Pitch Yaw Roll
Description:	Outputs the components from A as Pitch Yaw and Roll.

Delta

Inputs:	🅰 A
Outputs:	🅰 Out
Description:	Outputs the current value of A minus the value of A at the previous tick.

Direction (Forward, Up, Right)

Inputs:	🅰 A
Outputs:	🆅 Forward Up Right
Description:	Outputs 3 directional vectors representing the angle components.

Division

Inputs:	🅰 A B
Outputs:	🅰 Out
Description:	Divides angle A by B.

Equal

Inputs:	🅰 A B
Outputs:	🅽 Out
Description:	Outputs 1 when inputs A and B are equal, 0 when they are unequal.

Identity

Inputs:	🅰 A
Outputs:	🅰 Out
Description:	Outputs A. Useful for organizing your wiring.

Inequal

Inputs:	🅰 A B
Outputs:	🅽 Out
Description:	Outputs 0 when inputs A and B are equal, 1 when they are unequal.

Multiplication

Inputs:	🅰 A B

Outputs:	🅰 Out
Description:	Multiplies angle A and B

Multiplication (Components)

Inputs:	🅰 A B
Outputs:	🅰 Out
Description:	Multiplies the components of angle A and B.

Negate

Inputs:	🅰 A
Outputs:	🅰 Out
Description:	Negates angle A.

Normalize

Inputs:	🅰 A
Outputs:	🅰 Out
Description:	Normalizes angle A.

Round

Inputs:	🅰 A
Outputs:	🅰 Out
Description:	Rounds angle A to integers.

Select

Inputs:	N Select A A B C D E F G H
Outputs:	A Out
Description:	Outputs the selected angle.

Shift Component Left

Inputs:	A A
Outputs:	A Out
Description:	Outputs the components shifted left; Pitch = Yaw , Yaw = Roll and Roll = Pitch.

Shift Component Right

Inputs:	A A
Outputs:	A Out
Description:	Outputs the components shifted right; Pitch = Roll , Yaw = Pitch and Roll = Yaw.

Subtraction

Inputs:	A A B
Outputs:	A Out
Description:	Subtracts angle B from A.

To String

Inputs:	A A
Outputs:	S Out
Description:	Outputs the angle as a string, "[Pitch , Yaw , Roll]".

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