

Wired Camera(Expressionn)

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This camera will scan with a ranger. While it scans it makes black/gray pixels on a digital screen. Let's get started!

The things you need is: A flat prop(1x1 prop in PHX can be an good example),a Timer from "Gate - Time", 1 ranger, 1 expression(code is below) and 2 buttons (1 toggled 1 untoggled, make sure it is on value 1)

1. Spawn 1x1 prop.
2. Put a Digital screen on the side of the 1x1 prop.
3. Spawn a timer gate on the prop.
4. Spawn expression "Camera" somewhere on the prop.
5. Put 2 buttons on the prop.
6. Put the Ranger on the middle of the prop on the backside(there you don't have spawn your digital screen)

Code

```
N@Camera
T@Timer On Dist
O@ScrX ScrY ScrG RangX RangY Run Reset
On==1->Run=1,Reset=0;Timer>=64->Run=0,Reset=1;
ScrX=floor(Timer%2*16)
ScrY=floor(Timer%64/2)
ScrG=1000-Dist
RangX=ScrX/16-1
RangY=ScrY/16-1
```

The Wire Setup

1. Wire from expression chip: **Timer-> Timer. Dist-> Ranger. On-> Button(toggled)**
2. Wire **Ranger Y -> exp.chip output:rang Y** and wire from **ranger X -> exp.chip output:rang X**
3. Wire from your digitalscreen **Pixel X-> exp.chip output:ScrX** and **Pixel Y-> exp.chip output: ScrY** and **Pixel G -> exp.chip output: ScrG**

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