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Gates ranger

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Distance

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	Outputs:	N Out
	Description:	Outputs the distance from the start position to hit position or end position.

Entity

Inputs: RangerData
Outputs: Out

Description: Outputs the Entity the trace hits, null when there isn't.

Hit

Inputs:	RangerData
Outputs:	□ Hit
Description:	Outputs 1 when the trace hits something, 0 when not.

HitNormal

Inputs: RangerData
Outputs: ☑ Out

Description: Outputs a normalized vector perpendicular to the surface where the trace hits.

HitPosition

Inputs:RangerDataOutputs:✓ Out

Description: Outputs the vector position where the trace hits.

HitWorld

Inputs: RangerData
Outputs: N Hit

Description: Outputs 1 when the trace hits the world, 0 when not.

Trace

Inputs: StartPos EndPos

Outputs: RangerData

Description: Return rangerdata from StartPos to EndPos

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