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# Gates entity



From Wiremod Wiki

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## AimDirection

**Inputs:**  Ent  
**Outputs:**  Out  
**Description:** Outputs the aim direction of the player / npc as a normalized vector.



## AimEntity

**Inputs:**  Ent  
**Outputs:**  Out  
**Description:** Outputs the entity where the player / npc is aiming at.

## AimNormal



**Inputs:**  Ent  
**Outputs:**  Out  
**Description:** Outputs the a normalized vector perpendicular to the surface where the player / npc is aiming at.

## AimPosition



**Inputs:**  Ent  
**Outputs:**  Out

**Description:** Outputs the position of where the player / npc is aiming at as a vector.



## Angles

**Inputs:**  Ent  
**Outputs:**  Out  
**Description:** Outputs the angles of the entity.

## Angular Velocity

**Inputs:**  Ent  
**Outputs:**  Out  
**Description:** Outputs the angular velocity of the entity.

## Angular Velocity (vector)

**Inputs:**  Ent  
**Outputs:**  Out  
**Description:** Outputs the angular velocity of the entity as vector.

## Apply Angular Force

**Inputs:**  Ent  Ang  
**Outputs:**  Out  
**Description:** Applies the inputted angle as angular force to the entity

## Apply Force

<b>Inputs:</b>	<b>E</b> Ent <b>V</b> Vec
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Applies the inputted vector as force to the entity

## Apply Offset Force

<b>Inputs:</b>	<b>E</b> Ent <b>V</b> Vec <b>Offset</b>
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Applies the input Vec as force on the entity, at input Offset as world position

## Apply Torque

<b>Inputs:</b>	<b>E</b> Ent <b>V</b> Vec
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Applies the input Vec as torque on the entity

## Bearing

<b>Inputs:</b>	<b>E</b> Entity <b>V</b> Position <b>N</b> Clk
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs the bearing between the aim direction of player / npc and the position vector Updated when input Clk is changed.

## Class

<b>Inputs:</b>	<b>E</b> Entity
<b>Outputs:</b>	<b>S</b> Out
<b>Description:</b>	Outputs the class of the entity as string.

## Color

<b>Inputs:</b>	<b>E</b> Entity
<b>Outputs:</b>	<b>V</b> Out
<b>Description:</b>	Outputs the color of the entity as vector.

## Direction - (forward, right, up)

<b>Inputs:</b>	<b>E</b> Entity
<b>Outputs:</b>	<b>V</b> Forward Right Up
<b>Description:</b>	Outputs 3 normalized vectors representing the forward right and up direction of the entity

## Driver

<b>Inputs:</b>	<b>E</b> Entity
<b>Outputs:</b>	<b>V</b> Entity
<b>Description:</b>	Outputs the driver of an vehicle entity.

## Elevation

<b>Inputs:</b>	<b>E</b> Entity <b>V</b> Position <b>N</b> Clk
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs the elevation between the aim direction of player / npc and the position vector Updated when input Clk is changed.

## Entity ID

<b>Inputs:</b>	<b>E</b> Entity
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs the ID of an entity as number.

## Equal

<b>Inputs:</b>	<b>E</b> A B
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs 1 is A is the same entity as B, 0 when it isn't

## Heading

<b>Inputs:</b>	<b>E</b> Entity <b>V</b> Position <b>N</b> Clk
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs the heading as angle between the aim direction of player / npc and the position vector Updated when input Clk is changed.

## Health

<b>Inputs:</b>	<b>E</b> Entity
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs the health of an entity as number.

## ID to Entity



<b>Inputs:</b>	<b>N</b> A
<b>Outputs:</b>	<b>E</b> Entity
<b>Description:</b>	Outputs the entity which has an ID as A, returns null entity when not found.

## Inequal



<b>Inputs:</b>	<b>E</b> A B
<b>Outputs:</b>	<b>N</b> Out

<b>Description:</b>	Outputs 0 is A is the same entity as B, 1 when it isn't
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## Inertia

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs the inertia of an entity as vector.



## Is in vehicle

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs 1 when the player is in a vehicle, 0 when not.



## Is NPC

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs 1 when the entity is a NPC, 0 when not.



## Is on fire

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs 1 when the entity is on fire, 0 when not.



## Is on ground

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs 1 when the entity is standing on a solid surface, 0 when not. This also works on props.



## Is player

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs 1 when the entity is a player, 0 when not.



## Is player holding

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs 1 when the entity is being held by an player, 0 when not. Works with hands, gravgun and physgun.

## Is under water

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs 1 when the entity is under water, 0 when not.

## valid

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs 1 when the entity is a valid, 0 when not.



## Is vehicle

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs 1 when the entity is a vehicle, 0 when not.

## Is weapon

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs 1 when the entity is a weapon, 0 when not.

## Is world

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs 1 when the entity is a the world, 0 when not.



## Local to world

<b>Inputs:</b>	<b>E</b> Ent <b>V</b> Vec
<b>Outputs:</b>	<b>V</b> Out
<b>Description:</b>	Outputs a position local to the entity as world position.



## Mass

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs the mass of an entity as number.



## Mass center

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs the mass center of an entity as world vector.



## Mass center (local)

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs the mass center of an entity as local vector.



## material

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs the material of an entity as string.

## Model

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs the model of an entity as string.

## Name

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out

<b>Description:</b>	Outputs the name of an entity as string.
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## Owner

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs the owner of entity as entity.

## Position

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>V</b> Out
<b>Description:</b>	Outputs the position of an entity as world vector.

## Radius

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs the approximate radius of an entity as number.

## Select

<b>Inputs:</b>	<b>E</b> A B C D E F G H <b>N</b> Choice
<b>Outputs:</b>	<b>E</b> Out
<b>Description:</b>	Outputs the entity selected by the Choice input.

## Set color

<b>Inputs:</b>	<b>E</b> Ent <b>V</b> Col
<b>Outputs:</b>	<b>E</b> Out
<b>Description:</b>	Sets the color of the Entity.

### Set mass

<b>Inputs:</b>	<b>E</b> Ent <b>N</b> Mass
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Sets the mass of the Entity.

### SteamID

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>S</b> Out
<b>Description:</b>	Outputs the SteamID of an entity as string.



### Time connected

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>N</b> Out
<b>Description:</b>	Outputs the time that the player has been connected in seconds.




### Velocity

<b>Inputs:</b>	<b>E</b> Ent
<b>Outputs:</b>	<b>V</b> Out
<b>Description:</b>	Outputs the velocity of an entity as world vector.




## Velocity (local)

<b>Inputs:</b>	 Ent
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs the velocity of an entity as local vector.

## World to local (angle)

<b>Inputs:</b>	 Ent  Ang
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs a world angle as local angle to the entity.

## World to local (vector)

<b>Inputs:</b>	 Ent  Vec
<b>Outputs:</b>	 Out
<b>Description:</b>	Outputs a world vector as local vector to the entity.

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