

EXPR_LIB

These functions all exist on the global EXPR_LIB namespace This is the core library and no data outside the defined API should be altered in this namespace.

Name:	EXPR_LIB.SetServerState
Description	Sets the state of the next registered operator, method or function to server side only.
Returns:	
Input:	
[SHARED]	

Name:	EXPR_LIB.SetClientState
Description	Sets the state of the next registered operator, method or function to client side only.
Returns:	
Input:	
[SHARED]	

Name:	EXPR_LIB.SetSharedState
Description	Sets the state of the next registered operator, method or function to server side and clientside.
Returns:	
Input:	
[SHARED]	

Name:	EXPR_LIB.SetPrice
Description	Sets the price of the next registered operator, method or function.
Returns:	
Input:	<ul style="list-style-type: none">• Int - The price in performance points, required to run the next set of operations.

[SHARED]

Name:	EXPR_LIB.RegisterPermission
Description	Registers a client side permission node, this is used to allow players to select what can be done client side.
Returns:	
Input:	<ul style="list-style-type: none">• String- The given nice name of the node.• String- The Icon used in gui for this node.• String- The description used in the gui for this node.
[SHARED]	

Name:	EXPR_LIB.RegisterClass
Description	Registers a new class with E3 and returns an api object representing that class.
Returns:	E3Class - A new E3 class object.
Input:	<ul style="list-style-type: none">• String- The unique id name of the class. Any id longer then 1 character in length with be prefixed with a n underscore.• String- The inline type name of the class.• String- A function that takes an object and returns true if the object is an instance of the e3 class.• Function- A function that takes an instance of this class and returns true if the class is valid.
[SHARED]	

Name:	EXPR_LIB.RegisterExtendedClass
Description	Registers a new class with E3 extending another e3 class and returns an api object representing that class.
Returns:	E3Class - A new E3 class object.
Input:	<ul style="list-style-type: none">• String- The unique id name of the class. Any id longer then 1 character in length with be prefixed with a n underscore.• String- The inline type name of the class.• String- The unique id name of the class to extend from.• Function- A function that takes an object and returns true if the object is an instance of the e3 class.

	<ul style="list-style-type: none"> • String- A function that takes an instance of this class and returns true if the class is valid.
[SHARED]	

Name:	EXPR_LIB.RegisterWiredInport
Description	Registers a wire in port method onto an e3 class.
Returns:	
Input:	<ul style="list-style-type: none"> • String- The unique id name of the class. • String- The wire port type as defined by wiremod. • Function - A function that takes an object of this class returns a wire compatible object
[SHARED]	

Name:	EXPR_LIB.RegisterWiredOutport
Description	Registers a wire out port method onto an e3 class.
Returns:	
Input:	<ul style="list-style-type: none"> • String- The unique id name of the class. • String- The wire port type as defined by wiremod. • Function - A function that takes a wire object and returns an e3 object.
[SHARED]	

Name:	EXPR_LIB.RegisterConstructor
Description	Registers a construction operator for a class.
Returns:	
Input:	<ul style="list-style-type: none"> • String- The unique id name of the class this constructor is for. • String- a list of unique ids of each input to this constructor separated by commas. • Function - The function e3 will call to create this object. This functions takes all the inputs from the call to the constructor. This function must return a new e3 object. • Boolean- If true then the first argument to the above function will always be the global context of the executing gate.

[SHARED]

Name:	EXPR_LIB.RegisterMethod
Description	Registers a method operator for a class.
Returns:	
Input:	<ul style="list-style-type: none">• String- The unique id name of the class this method is on.• String- a list of unique ids of each input to this constructor separated by commas.• String- The unique id of the return class or an empty string.• Int- total amount of values returned on the stack or 0.• Function - The function e3 will call to create this object. This functions takes the global context of the executing gate, the object the method was called on, followed by the inputs.• Boolean- If true then the first argument to the above function will be omitted when called.
[SHARED]	

Name:	EXPR_LIB.RegisterAttribute
Description	Registers an attribute on a class. This attribute will be set on the e3 instance of the class.
Returns:	
Input:	<ul style="list-style-type: none">• String- The unique id name of the class this attributes on.• String-The name of the attribute..• String-The name id of the attributes class type.• String-The native lua index on the e3 object to use.
[SHARED]	

Name:	EXPR_LIB.RegisterOperator
Description	This will register a new operator with e3.
Returns:	
Input:	<ul style="list-style-type: none">• String- The type of operation.• String- a list of unique ids of each input to this operator separated by commas.• String- The unique id of the return class or an empty string.

	<ul style="list-style-type: none"> • Int- total amount of values returned on the stack or 0. • Function - The function e3 will call for this operator. This functions takes the global context of the executing gate, followed by the inputs. • Boolean- If true then the first argument to the above function will be omitted when called.
[SHARED]	

Name:	EXPR_LIB.RegisterCastingOperator
Description	Registers a casting operator, used to transform between classes
Returns:	
Input:	<ul style="list-style-type: none"> • String- The unique id of the class this operators casts to. • String-The unique id of the class this operator cats from. • String-The name id of the attributes class type. • Function - The function e3 will call for this operator. This functions takes the global context of the executing gate, followed by the object to cast from. • Boolean- If true then the first argument to the above function will be omitted when called.
[SHARED]	

Name:	EXPR_LIB.RegisterLibrary
Description	This will register a new library definition with e3.
Returns:	
Input:	<ul style="list-style-type: none"> • String- The name of the library.
[SHARED]	

Name:	EXPR_LIB.RegisterFunction
Description	Registers a new function to an existing e3 library.
Returns:	
Input:	<ul style="list-style-type: none"> • String- The name of the library to register the function on. • String- The name of the function on the library.. • String- a list of unique ids of each input to this operator separated by commas. • String- The unique id of the return class or an empty string.

	<ul style="list-style-type: none"> • Int- total amount of values returned on the stack or 0. • Function - The function e3 will call for this operator. This functions takes the global context of the executing gate, followed by the inputs. • Boolean- If true then the first argument to the above function will be omitted when called.
[SHARED]	

Name:	
Description	
Returns:	
Input:	
[SHARED]	