

Celestra Math plugin cheatsheet – v5.4.0 – <https://github.com/Serrin/Celestra/>

The `celestra` and/or the `CEL` objects contain these functions. Example: `CEL.sum("p");`

Name	Description
<code>sum(<value1>[,valueN]);</code>	This function returns the sum value from the parameter values.
<code>avg(<value1>[,valueN]);</code>	This function returns the average value from the parameter values.
<code>product(<value1>[,valueN]);</code>	This function returns the product value from the parameter values.
<code>clamp(<value>,<min>,<max>);</code>	If the given value is between the min and max values, then return the value. If smaller then the min value, then the return value is the min. If greater then the max value, then the return value is the max.
<code>isEven(<value>);</code>	This function determines whether the value is an even number. The return value is boolean.
<code>isOdd(<value>);</code>	This function determines whether the value is an odd number. The return value is boolean.
<code>toInt8(<value>);</code>	This function clamps ("minmax") the given value to integer 8 value (-127 to 128).
<code>toUInt8(<value>);</code>	This function clamps ("minmax") the given value to unsigned integer 8 value (0 to 255).
<code>toInt16(<value>);</code>	This function clamps ("minmax") the given value to integer 16 value (-32768 to 32767).
<code>toUInt16(<value>);</code>	This function clamps ("minmax") the given value to unsigned integer 16 value (0 to 65535).
<code>toInt32(<value>);</code>	This function clamps ("minmax") the value to integer 32 value (-2147483648 to 2147483647).
<code>toUInt32(<value>);</code>	This function clamps ("minmax") the value to unsigned integer 32 value (0 to 4294967295).
<code>toBigInt64(<value>);</code>	This function clamps ("minmax") the given value to BigInt (Int64) value (-2^{63} to $2^{63} - 1$).
<code>toBigUInt64(<value>);</code>	This function clamps ("minmax") the value to unsigned BigInt (Int64) value (0 to $2^{64} - 1$).
<code>toFloat32(<value>);</code>	This function clamps ("minmax") the given value to float 32 value ($-3.4e38$ to $3.4e38$).
<code>isInt8(<value>);</code>	This function determines whether the provided value is an integer between -128 and 127.
<code>isUInt8(<value>);</code>	This function determines whether the provided value is an integer between 0 and 255.
<code>isInt16(<value>);</code>	This function determines whether the provided value is an integer between -32768 and 32767.
<code>isUInt16(<value>);</code>	This function determines whether the provided value is an integer between 0 and 65535.
<code>isInt32(<value>);</code>	This function determines whether the value is an integer between -2147483648 and 2147483647.
<code>isUInt32(<value>);</code>	This function determines whether the provided value is an integer between 0 and 4294967295.
<code>isBigInt64(<value>);</code>	This function determines whether the value is a BigInt (Int64) between -2^{63} and $2^{63} - 1$.
<code>isBigUInt64(<value>);</code>	This function determines whether the value is a BigInt (Int64) between 0 and $2^{64} - 1$.