**you may not delete this feature**

**this feature has been implemented**

You may:

-add operators

-add operands to existing operators (even if that operator has been bolded, but when you add your operand it should not be bold.)

===========

input

format: <prefix>,<operator>,<operand>

==========

**{o,c} // open and close for testing purposes**

**,rotate,{o,c}**

**,rotateAngle,[0,360]**

**,power,[0,255]**

**,direction,{1,-1}**

**,openAngle,[0,360]**

**,closedAngle,[0,360]**

**,buffer,[0,360]**

**,status, //ask for angle and status**

,settings, //ask for settings

==========

output

format: <prefix>,<operator>,<operand>

==========

**<random spewing of junk for testing purposes> // deal with it**

**,status,{o,c,u} // open,closed,unknown (probably a jam)**

**,manual,{o,c,u} // lock has just been changed (manually)**

**,automatic,{o,c,u} // you asked me to change it so I did**

**,angle,[0,360]**

,settings,<haven't figured this out yet>