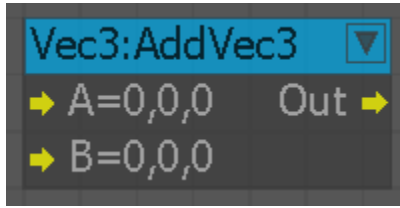


## AddVec3

Used to output the sum of two vectors.



- AddVec3
- Calculate
- ClampVec3
- CrossVec3
- DotVec3
- EqualVec3
- FromVec3
- MagnitudeVec3
- MulVec3
- NormalizeVec3
- ReciprocalVec3
- Scalevec3
- SetVec3
- SubVec3
- ToVec3

### Inputs

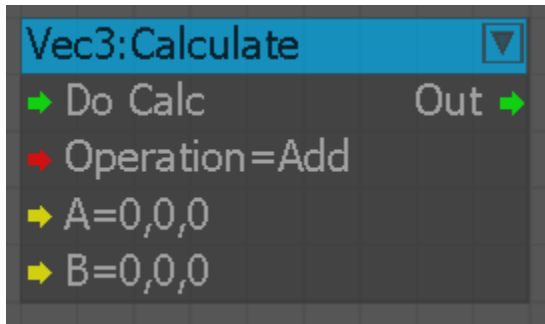
Port	Type	Description
A	Vec3	First operand
B	Vec3	Second operand

### Outputs

Port	Type	Description
Out	Vec3	Addition of A and B

## Calculate

Used to output the specified calculation between two vectors.



### Inputs

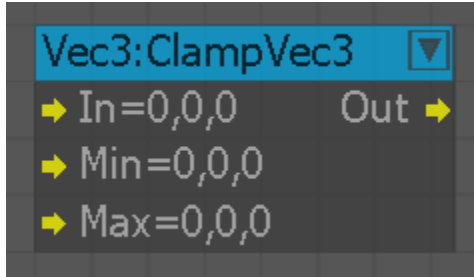
Port	Type	Description
Operator	Integer	Math operation to perform
A	Vec3	First operand
B	Vec3	Second operand

### Outputs

Port	Type	Description
Out	Vec3	Calculated operation of A and B

## ClampVec3

Used to clamp the output range of a vector between a minimum and a maximum.



### Inputs

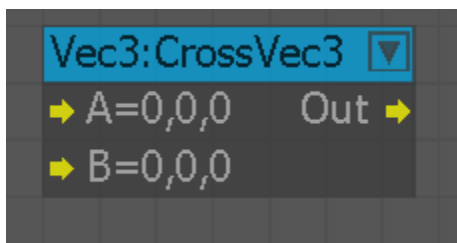
Port	Type	Description
In	Vec3	Input value
Min	Vec3	Minimum clamping value
Max	Vec3	Maximum clamping value

### Outputs

Port	Type	Description
Out	Vec3	Triggers when the input value is between the minimum and maximum values

## CrossVec3

Used to output the cross product of two vectors.



### Inputs

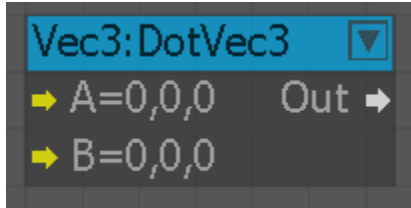
Port	Type	Description
A	Vec3	First operand
B	Vec3	Second operand

### Outputs

Port	Type	Description
Out	Vec3	Outputs the cross product of the inputs

### DotVec3

Used to output the dot product of the inputs.



### Inputs

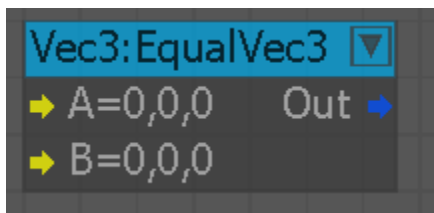
Port	Type	Description
A	Vec3	First operand
B	Vec3	Second operand

### Outputs

Port	Type	Description
Out	Float	Outputs the dot product of the inputs

### EqualVec3

Used to trigger an output when both vectors are equal in value.



### Inputs

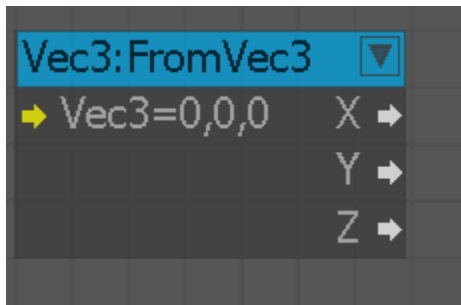
Port	Type	Description
A	Vec3	First operand
B	Vec3	Second operand

### Outputs

Port	Type	Description
Out	Boolean	Triggers when A and B are equal in value

## FromVec3

Used to output the x, y, and z values of the vector.



### Inputs

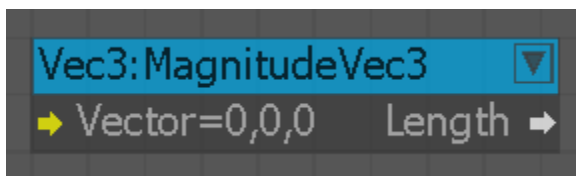
Port	Type	Description
Vec3	Vec3	Input vector

### Outputs

Port	Type	Description
X	Float	X-axis value of vector
Y	Float	Y-axis value of vector
Z	Float	Z-axis value of vector

## MagnitudeVec3

Used to output the magnitude (length) of the vector.



### Inputs

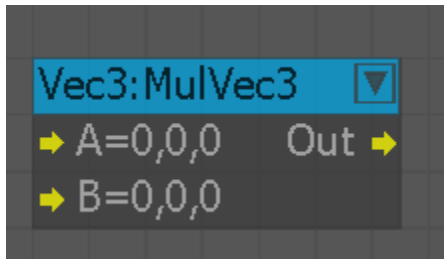
Port	Type	Description
Vector	Vec3	Input vector

## Outputs

Port	Type	Description
Length	Any	Magnitude (length) of the input vector

## MulVec3

Used to output the multiplication of two vectors.



## Inputs

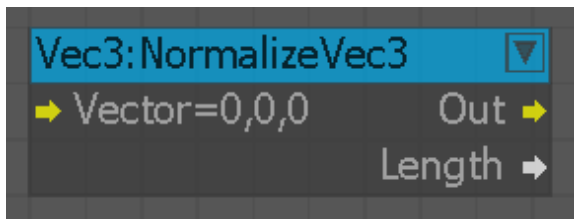
Port	Type	Description
A	Vec3	First operand
B	Vec3	Second operand

## Outputs

Port	Type	Description
Out	Vec3	Multiplication of A and B

## NormalizeVec3

Used to output the normalized value of the vector.



## Inputs

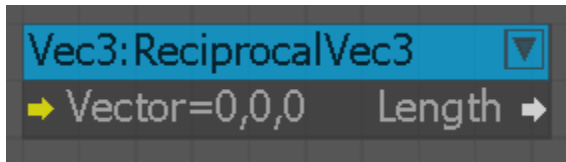
Port	Type	Description
Vector	Vec3	Vector input

## Outputs

Port	Type	Description
Out	Vec3	Normalized vector input
Length	Float	Magnitude

## ReciprocalVec3

Used to output the reciprocal of the vector.



## Inputs

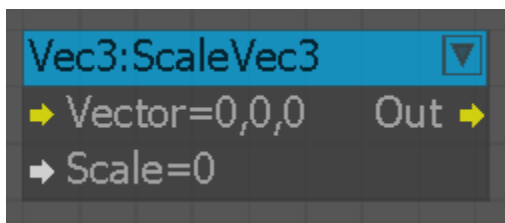
Port	Type	Description
Vector	Vec3	Input vector

## Outputs

Port	Type	Description
Length	Float	Reciprocal value of input

## Scalevec3

Used to output a scaled value of the vector.



## Inputs

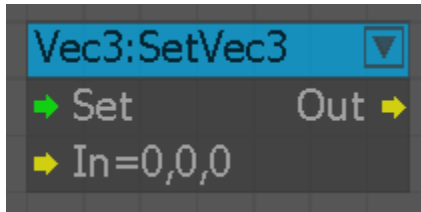
Port	Type	Description
Vector	Vec3	Input vector
Scale	Float	Scale factor to apply to the input

## Outputs

Port	Type	Description
Out	Vec3	Result of the scaling

## SetVec3

Used to output the input value when the Set input is activated.



## Inputs

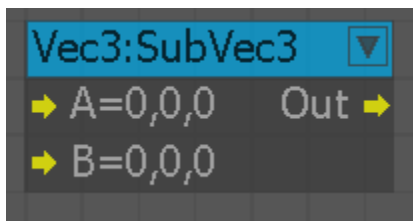
Port	Type	Description
Set	Any	Triggers the vector to the output
In	Vec3	Input value

## Outputs

Port	Type	Description
Out	Vec3	Outputs the input value

## SubVec3

Used to output the subtracted value of two vectors.



## Inputs

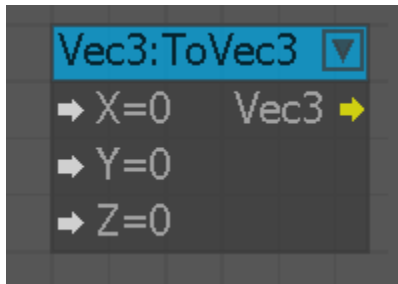
Port	Type	Description
A	Vec3	First operand
B	Vec3	Second operand

## Outputs

Port	Type	Description
Out	Vec3	Subtraction of B from A

## ToVec3

Used to output three floating point values to a vector.



### Inputs

Port	Type	Description
X	Float	X-axis value
Y	Float	Y-axis value
Z	Float	Z-axis value

### Outputs

Port	Description
Vec3	Vector output