

Ai Modules

# Formula

<b>section</b>	Math
<b>short description</b>	Outputs a value calculated from the input value(s), with an easy-to-use formula language.
<b>licence level</b>	Anjuna
<b>ports</b>	Input A [numeric/control] Input B [numeric/control] Input C [numeric/control] Input D [numeric/control] Out [numeric/control] Compile Formula [pushbutton]
<b>skins</b>	Small, <b>Medium</b>

## used in example

- Artnet Video Switch
- Midi Layer Select
- Visualiser: Moving Matrix
- Visualiser: Moving RGB Matrix
- Moving Screens
- Modules

## Manual

Applies a user defined formula to the inputs and outputs the value on the Out port. The formula syntax follows the mu parser format as specified here: <http://muparser.beltoforion.de/> with a few additional functions such as the Modulus function mod(a, b) and the addition of vector component access in the Vector Formula module.



## Skins

### Medium

4 inputs, medium-sized formula textfield. Can be resized.

### Small

2 inputs, slightly smaller formula textfield. Can be resized.

# Formula language

Currently a list of the available commands is available here:

<http://beltoforion.de/article.php?a=muparser&hl=en&p=features&da=1>.

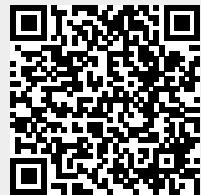
For ease of use it is replicated here, however, as always you are referred to the original source.

Name	Argc.	Explanation		
sin	1	sine function		
cos	1	cosine function		
tan	1	tangens function		
asin	1	arcus sine function		
acos	1	arcus cosine function		
atan	1	arcus tangens function		
sinh	1	hyperbolic sine function		
cosh	1	hyperbolic cosine		
tanh	1	hyperbolic tangens function		
asinh	1	hyperbolic arcus sine function		
acosh	1	hyperbolic arcus tangens function		
atanh	1	hyperbolic arcus tangens function		
log2	1	logarithm to the base 2		
log10	1	logarithm to the base 10		
log	1	logarithm to base e (2.71828...)		
ln	1	logarithm to base e (2.71828...)		
exp	1	e raised to the power of x		
sqrt	1	square root of a value		
sign	1	sign function -1 if $x < 0$ ; 1 if $x > 0$		
rint	1	round to nearest integer		
abs	1	absolute value		
min	var.	min of all arguments		
max	var.	max of all arguments		
sum	var.	sum of all arguments		
avg	var.	mean value of all arguments		
Built-in binary operators	Built-in binary operators	Built-in binary operators		
The following table lists the default binary operators supported by the parser.	The following table lists the default binary operators supported by the parser.	The following table lists the default binary operators supported by the parser.		
Operator	Description	Priority		
=	assignment	-1		
&&	logical and	1		
			logical or	2
≤	less or equal	4		
≥	greater or equal	4		
!=	not equal	4		

==	equal	4		
>	greater than	4		
<	less than	4		
+	addition	5		
-	subtraction	5		
*	multiplication	6		
/	division	6		
		raise x to the power of y	7	
*The assignment operator is special since it changes one of its arguments and can only be applied to variables.	*The assignment operator is special since it changes one of its arguments and can only be applied to variables.	*The assignment operator is special since it changes one of its arguments and can only be applied to variables.		
Ternary Operators	Ternary Operators	Ternary Operators		
muParser has built in support for the if then else operator. It uses lazy evaluation in order to make sure only the necessary branch of the expression is evaluated.	muParser has built in support for the if then else operator. It uses lazy evaluation in order to make sure only the necessary branch of the expression is evaluated.	muParser has built in support for the if then else operator. It uses lazy evaluation in order to make sure only the necessary branch of the expression is evaluated.		
Operator	Description	Remarks		
?:	if then else operator	C++ style syntax		

From:

<https://www.avosupport.de/wiki/-AVOSUPPORT>



Permanent link:

<https://www.avosupport.de/wiki/ai/modules/math/formula?rev=1539524812>

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