

Circuitrite

Circuitrite is a cellular automata style esoteric language, based on a table of symbols in a 2d grid. It uses an active movement structure to allow complex designs, it also may be Turing complete.

Symbols

>	Enforces the direction of a signal or particle to where it is pointing. Twin: <
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_	Horizontal wire, transports #s
	Diagonal wire, transports #s
[	Junction wire, transports #s, mixes the signals from separate directions
(	Junction wire, transports #s, does NOT mix the signals from separate directions
1-9	Signals, the different numbers represent the id of the signal, signal ids wrap.
+	Increases the signal id or state of dust
-	Decreases the signal id or state of dust
S	'Captures' a signal and doesn't let signals pass unless they have the same id
s	Spawner, spawns in dust in state 1
o	State one dust, active element (it falls) Twin: O
O	State two dust, active element (it falls) Twin: o
p	Piston, there must be two in a row in one direction to use, it can move walls too, the arm is conductive (_ or is the arm), 1's expand, 2's retract
e	Eater, destroys active objects
#	Wall
^	Enforces the direction of a signal or particle to where it is pointing. Twin: v
b	Battery, constantly outputs a signal

v	Enforces the direction of a signal or particle to where it its pointing. Twin: ^
N	Nand gate, nands identical signals

Sample programs:

```

1
[N[          #S#
[ [          # #
|   [_[     # #
[___[ [_+[ # #+ #
|           PP  #
[_____ [# # #
          #e#e#

```