Circuitrite

Circuitrite is a cellular automa style esoteric language, based on a table of symbols in a 2d grid. It uses a 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 its pointing. Twin: <
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_	Horizontal wire, transports #s
1	Diagonal wire, transports #s
[Junction wire, transports #s, mixes the signals from separate directions
(Junction wire, transports #s, does NOT mix the signals from seperate 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
0	State one dust, active element (it falls) Twin: O
0	State two dust, active element (it falls) Twin: o
р	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
е	Eater, destroys active objects
#	Wall
٨	Enforces the direction of a signal or particle to where it its 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: