Example SecTerm Wiring Setup

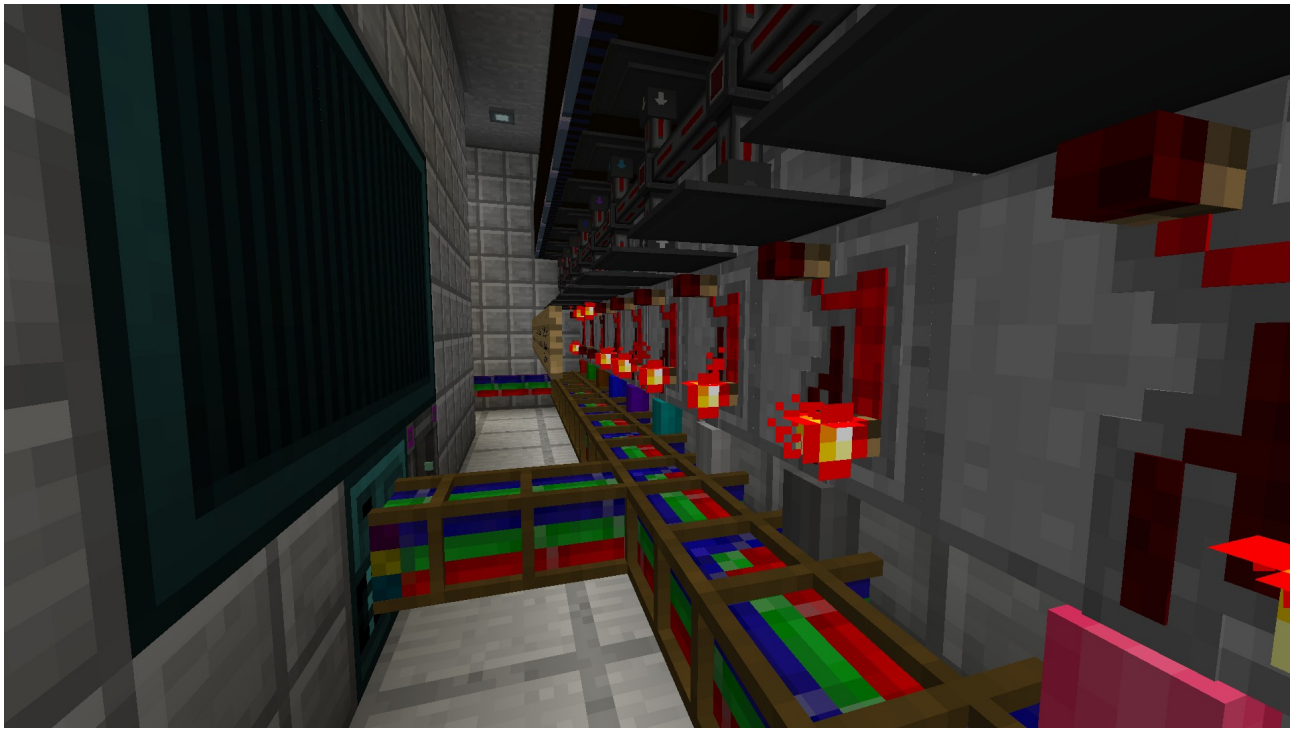
Here’s an example setup and how I’ve wired it up. This is similar to what I use on my world. You can actually make something much simpler if you want to, I just want to show you a way to do it that will work for most setups.

First, these are the options I’ve added to SecTerm:

1. Deactivate fallback
2. External turrets
3. Internal turrets
4. Security room turrets
5. All turrets

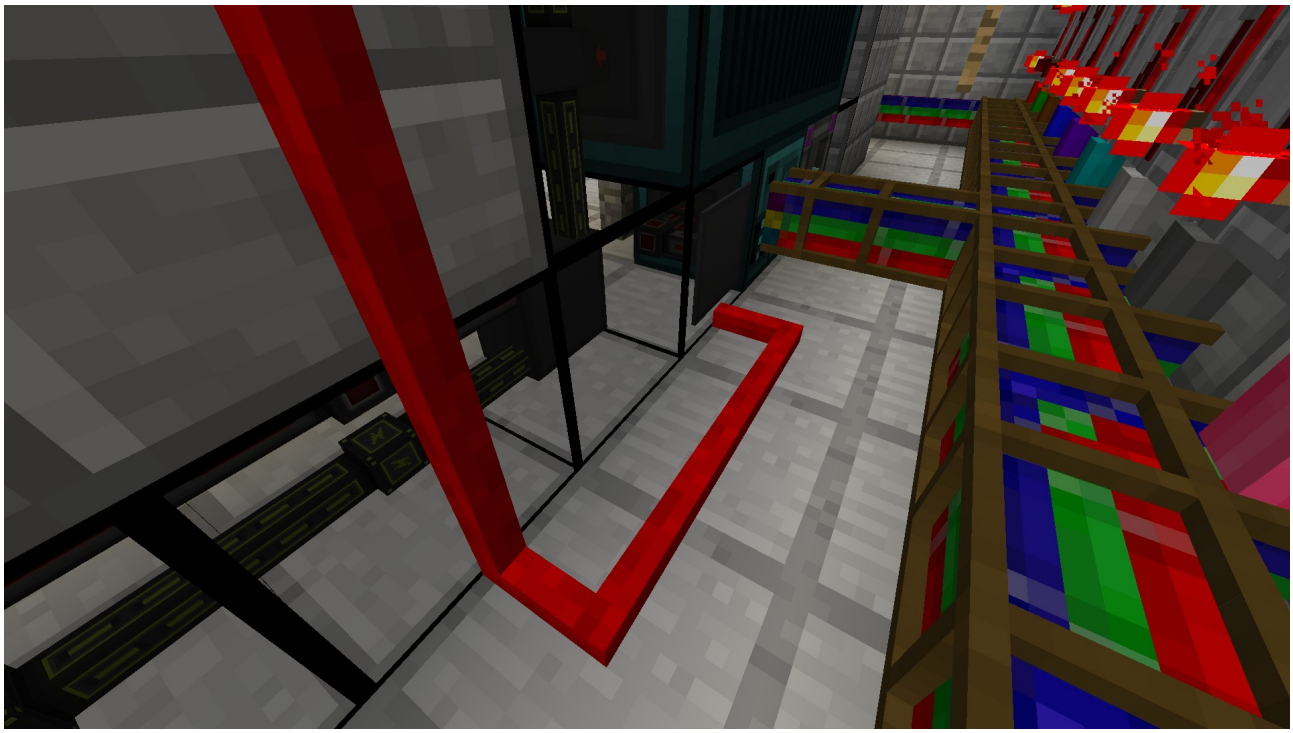
This setup controls turrets, so you’ll notice there are options for different groups of turrets all over my base and a “Deactivate fallback” option that I’ll go into in a bit.

I feed the turrets with power and ammo and I tell them if they should be active using redstone signals, so combining a bunch of EnderIO Conduits to connect them is a great option. This world is on MC 1.12.2 and sadly EnderIO Conduits are not compatible with OpenComputers on it (you can’t control their individual channels/colors). My solution is to start with ProjectRed Bundled Cables and map them to EnderIO Redstone Conduit channels:

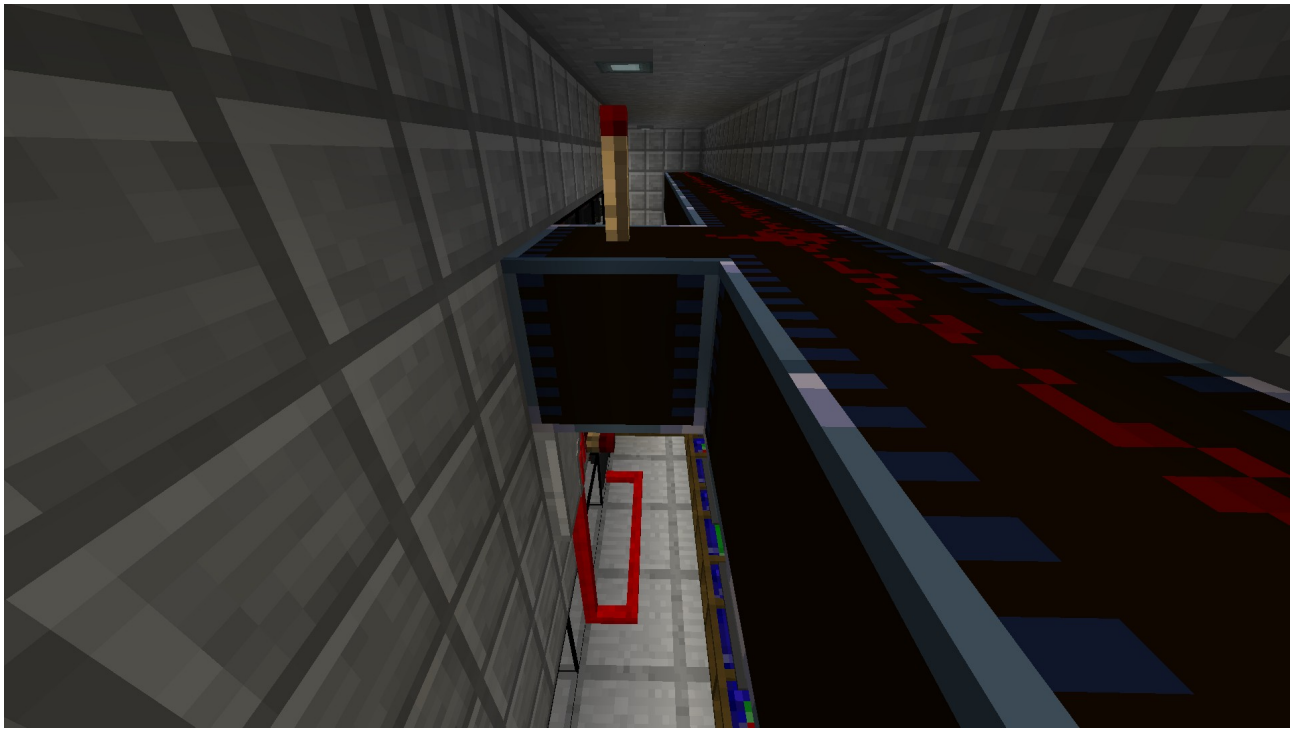


A bit tedious to do and not a very compact setup, but I need EnderIO Conduits and this works.

There’s one issue though, if the computer turns off for some reason, all my turrets will be offline. This isn’t very secure and it’s on us to prevent a zombie outbreak! The solution is to add another signal to tell the turrets to always be online if the computer is not sending any signals:



In this case I just used a normal redstone signal on a separate side of the computer. This is not controlling channels, so I can use a hidden EnderIO conduit to keep things pretty and then use ProjectRed Wire, so I have some more room to walk around, in that tiny room.



This Wire then powers a Redstone Torch, which powers every channel of the EnderIO Redstone Conduit.

This signal is being controlled by the “Deactivate fallback” option, which I always leave on, so the signal only turns off if the computer turns off. As a result, if the computer turns off, the Redstone Torch turns on and so do all the turrets connected to the Redstone Conduit. If the computer is on, the Redstone Torch doesn’t power anything, leaving the control to the lower part of the circuit, controlled by the ProjectRed Bundled Cable.

SecTerm explains how to add options to the menu, but if you’re confused, basically, the turret options, during their creation, were given the settings “c2”, “c3” & “c4” accordingly, so one option controls the 2nd channel, the other the 3rd and the last one the 4th, each of the channels going to a different group of turrets. The “All turrets” option was given the setting “c2, c3, c4”, which means it controls the channels 2, 3 & 4 at the same time. Lastly, the “Deactivate fallback” option was given the setting “s6”, which means it controls the 6th side (left) and since no channel was provided, it controls that side using normal redstone, instead of using channels. You can find more info on how to provide your own settings, withing SecTerm.

That’s all, hopefully this helped you, have fun! \(^ - ^)/