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-orb-'s Wiremod Tutorials

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Thread: -orb-'s Wiremod Tutorials

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04-10-2007

#1

-orb-

Wire Sofaking

-orb-'s Avatar

Join Date: Apr 2007

Location: Boston at school,
Maryland at home

Posts: 402

I accept paypal donations :) Seriously, I'm a broke college student. I really appreciate any donations.

Total donations so far: **10! RAWR** (total donation \$: \$75.00)

Hi there. Before you start screaming at me and yelling "ZOMFG you stole tricky's ideas!" hear me out. When I first started using the wiremod, Tricky's Tutorials were how I got started.

HOWEVER, while he did show how to create some pretty cool stuff, his style of teaching was more of showing you specific things you can make, and the exact guide of HOW to make them, rather than how to use the things you're creating them with.

What I mean is this: Sure, I learned how to make a hover platform from that tutorial, but I really didn't understand what the addition gate did, or what wiring was fundamentally doing, so I couldn't branch out and build other things from the things he taught until I took some time to figure out what each entity was.

So I made these tutorials (26 so far) that not only teach you to make things, but teach you **the fundamentals of how each thing you're using actually works**, that way you can use this knowledge to then make your own ideas.

1 of 10

10/5/2024, 6:44 PM

NOTE: In order to try to make some small amount of money off this (since you guys have natural aversions to giving paypal donations), I'm going to have you watch the movies on Revver. This helps me in 2 ways: 1: Ad money for me :D 2: Not using up my bandwidth on my other website... which was half used up this month already even though hte normal site isn't even live).

Tutorial 1: Teaches the basics of wiring objects together and the fundamentals of the wire mod.

Tutorial 2: Teaches the fundamentals of gates and shows you how to make the simplest of hover platforms.

Tutorial 3: Teaches how to make a remote-detonated barrel with a 10 second countdown including an auto-stop at 0 feature. Don't worry, I explain everything in detail, you won't get lost.

Tutorial 4: Teaches how to make a clean (glitch-free) sliding-glass door that's automated with wiremod to open when a player gets close.

Tutorial 5: Teaches you the basics of how most of the RAM/Memory Nodes.

Tutorial 6: Teaches you the logic behind Qjet/Tricky's Automated Turret and what each node is.

Tutorial 7: Teaches you how to use Holograms.

Tutorial 8: Teaches you about the delta chip, involving a remote control car.

Tutorial 9: Teaches you techniques for making a helicopter with thrusters only (no hoverballs) that self-corrects itself when it tilts. It's very glitchy and no-where near perfect, but the tutorial will give you many good techniques for other things, so it's still useful to watch. **For some reason this tutorial will not process, and you probably can't view it. Not a big deal, it was glitchy anyways.**

Tutorial 10: Teaches you how to make a wire-mod Holographic 3d-Scanner.

- [Part 2](#)
- [Part 3](#)
- Expression 1 Gate info for Tut 10:

Code:

```
N@ScannerHydraulics
I@Time On
O@VertHyd HorizHyd
On == 1 & Time < 10 -> VertHyd = 50, HorizHyd = (50 - (Time * 5));
On == 1 & Time >= 10 & Time < 20 -> VertHyd = 45, HorizHyd = (50 - ((Time - 10) * 5));
On == 1 & Time >= 20 & Time < 30 -> VertHyd = 40, HorizHyd = (50 - ((Time - 20) * 5));
On == 1 & Time >= 30 & Time < 40 -> VertHyd = 35, HorizHyd = (50 - ((Time - 30) * 5));
On == 1 & Time >= 40 & Time < 50 -> VertHyd = 30, HorizHyd = (50 - ((Time - 40) * 5));
On == 1 & Time >= 50 & Time < 60 -> VertHyd = 25, HorizHyd = (50 - ((Time - 50) * 5));
On == 1 & Time >= 60 & Time < 70 -> VertHyd = 20, HorizHyd = (50 - ((Time - 60) * 5));
On == 1 & Time >= 70 & Time < 80 -> VertHyd = 15, HorizHyd = (50 - ((Time - 70) * 5));
On == 1 & Time >= 80 & Time < 90 -> VertHyd = 10, HorizHyd = (50 - ((Time - 80) * 5));
On == 1 & Time >= 90 & Time < 100 -> VertHyd = 5, HorizHyd = (50 - ((Time - 90) * 5));
On == 1 & Time >= 100 & Time < 110 -> VertHyd = 0, HorizHyd = (50 - ((Time - 100) * 5));
On == 0 -> VertHyd = 50, HorizHyd = 50;
```

- Expression 2 Gate info for Tut 10:

Code:

```
@name ScannerHydraulics
@inputs Time On
@outputs VertHyd HorizHyd
if (On & Time < 10) {VertHyd = 50, HorizHyd = 50 - (Time - 0) * 5}
if (On & Time >= 10 & Time < 20) {VertHyd = 45, HorizHyd = 50 - (Time - 10) * 5}
if (On & Time >= 20 & Time < 30) {VertHyd = 40, HorizHyd = 50 - (Time - 20) * 5}
if (On & Time >= 30 & Time < 40) {VertHyd = 35, HorizHyd = 50 - (Time - 30) * 5}
if (On & Time >= 40 & Time < 50) {VertHyd = 30, HorizHyd = 50 - (Time - 40) * 5}
if (On & Time >= 50 & Time < 60) {VertHyd = 25, HorizHyd = 50 - (Time - 50) * 5}
if (On & Time >= 60 & Time < 70) {VertHyd = 20, HorizHyd = 50 - (Time - 60) * 5}
if (On & Time >= 70 & Time < 80) {VertHyd = 15, HorizHyd = 50 - (Time - 70) * 5}
if (On & Time >= 80 & Time < 90) {VertHyd = 10, HorizHyd = 50 - (Time - 80) * 5}
if (On & Time >= 90 & Time < 100) {VertHyd = 5, HorizHyd = 50 - (Time - 90) * 5}
if (On & Time >= 100 & Time < 110) {VertHyd = 0, HorizHyd = 50 - (Time - 100) * 5}
if (!On) {VertHyd = 50, HorizHyd = 50}
```

Tutorial 11: Teaches you how to make a drawbridge.

Tutorial 12: This tutorial will teach you how to make a Hunter/Seeker Bot which can be used either to follow you around or to seek out others.

Tutorial 13: This tutorial will teach you how to use most of the Wired Display modules.

Tutorial 14: This tutorial will teach you how to effectively program the Expression Gate!

Tutorial 15: This tutorial will teach you how to make a very nicely working snazzy elevator.

Tutorial 16: This tutorial will show you how to tweak the Automated Turret taught in earlier tutorials so that it has near perfect accuracy at high range and also so that it shoots directly for the head instead of aiming at the feet.

- [Part 2](#)

Tutorial 17: This tutorial will help you understand Tricky's new tutorial on the delta upgrade for Qjet's automated turret.

Tutorial 18: This tutorial will teach you how to make a perfectly-working explosive that detonates when someone walks past a ranger (like in a door, for example).

Tutorial 19: This tutorial will teach you how to make a pod-controlled cannon.

- [Part 2](#)

Tutorial 20: This tutorial will teach you how to make a remote-controlled car with a suspension system.

- [Part 2](#)

Tutorial 21: This tutorial will teach you how to convert a seconds value into a multi-digit clock-display (like an alarm clock).

Tutorial 22: This tutorial will teach you how to create a "HoloSphere," AKA a sphere made with a holo emitter.

Tutorial 23: This tutorial will teach you how to use/setup the laser pointer.

Tutorial 24: This behemoth tutorial will teach you how to make a drawable wirescribe. Very long, 5 parts (1,2,3A,3B,4).

- [Part 2](#)
- [Part 3](#)
- [Part 4](#)

Tutorial 25: This tutorial will teach you how to balance a panel/object using a gyroscope, thrusters, a GPS, and delta chips.

Tutorial 26: This tutorial will teach you basic trigonometry. It might even help you with that next math test ;).

Please let me know what you think and what I should make future ones about.

Thanks!

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Last edited by Lyinginbedmon; 05-26-2010 at 11:19 AM. Reason: Fixed link formatting

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Check out my wire mod tutorials at [THIS LINK](#)

04-10-2007

#2

Nophysicalbody

Wirererer



Nophysicalbody's Avatar

Join Date: Mar 2007

Location: Australia, Melbourne

Posts: 253





Ahhh...
Very nice.
I don't want to sound like I'm only giving bad feedback, but isn't there a way to fast forward? It's just a little bit frustrating not being able to skip you giving a 20 sec detailed explanation on how to use a button.
(try to speed them tut's up though, The advanced one it's just too long)
But other than that, I mean its pretty good.

On a different note,
I origially thought you'd got the timed explosive thing off the wiki (which I wrote), but Yours turned out to be alot better-
Do you mind if I add a version of your timed explosive to the wiki?

Anyway, to sum up, pretty good :P

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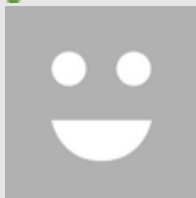
Is currently not dead.

11-27-2007

#3

ty9012

Wire Noob



Join Date: Nov 2007
Posts: 4



Ahhh...
Very nice.
I don't want to sound like I'm only giving bad feedback, but isn't there a way to fast forward? It's just a little bit frustrating not being able to skip you giving a 20 sec detailed explanation on how to use a button.
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Anyway, to sum up, pretty good :P[/b]

hey i like how orb gives a long explanation i dont watch it just to see how to build it well i do i also watch it to understand what all the chips do so i can come up with my own ideas.

Share

04-10-2007

#4



Yeah well the swf on my computer has the whole shabang... play button, scroller for where u want to be in the movie, and volume.... but for some reason I can't figure out it's not showing up when on the intarwebs. I'll try to see if I can somehow get that fixed. I love flash, but i usually don't deal with live remote streaming.

Also, yeah I've never seen the gmod wiki, though people keep telling me about it. You can absolutely add mine to it, as long as you give credit

-orb-

Wire Sofaking

-orb-'s Avatar

Join Date: Apr 2007

Location: Boston at school, Maryland at home

Posts: 402

When I first made the remote explosive thing in my server (just messing around), I added an autoreset so that it would go back to 10 seconds instead of you having to press the reset button, but I guess it was too convoluted so I didn't feel like doing it in the tutorial. It's the same concept as the auto-stop anyways. Pretty close, at least.

Share

Check out my wire mod tutorials at [THIS LINK](#)

04-11-2007

#5

Nophysicalbody

Wirererer

Nophysicalbody's Avatar

Join Date: Mar 2007

Location: Australia, Melbourne

Posts: 253

Yeah well the swf on my computer has the whole shabang... play button, scroller for where u want to be in the movie, and volume.... but for some reason I can't figure out it's not showing up when on the intarwebs. I'll try to see if I can somehow get that fixed. I love flash, but i usually don't deal with live remote streaming.

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When I first made the remote explosive thing in my server (just messing around), I added an autoreset so that it would go back to 10 seconds instead of you having to press the reset button, but I guess it was too convoluted so I didn't feel like doing it in the tutorial. It's the same concept as the auto-stop anyways. Pretty close, at least.

Well seriously you might just want to look at the wiki, most of the things there will at least give you a good idea. And I will give you full credit.

Share

Is currently not dead.

04-11-2007

#6

Cyborgmatt

Administrator

WIREMOD FORUM ADMIN

Cyborgmatt's Avatar

Join Date: Feb 2007

Location: Britland

Posts: 404

snip.

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04-11-2007

#7

-orb-

Wire Sofaking

-orb-'s Avatar
Join Date: Apr 2007
Location: Boston at school,
Maryland at home
Posts: 402



Yeah, I didn't know how to encode it. Sure, add it to my first post for me

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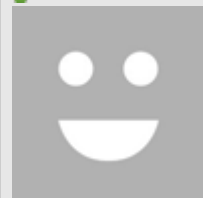
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04-12-2007

#8

dill

Wire Noob



Join Date: Mar 2007
Posts: 20



Looks cool

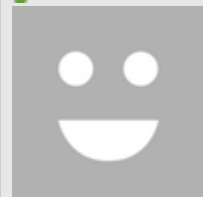
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04-19-2007

#9

Irish_Cereal

Wire Amateur



Join Date: Apr 2007
Posts: 41



It's good...But I don't like how there's controls so you can stop to let it load, or skip over parts that you already know how to do. Good job otherwise.

Share

04-25-2007

#10

-orb-

Wire Sofaking

-orb-'s Avatar

Join Date: Apr 2007
Location: Boston at school,
Maryland at home
Posts: 402



Hooray! I fixed the controls finally. If you reload the page you should see that there are now all sorts of controls for pausing, skipping, volume, etc.

I just made another tutorial, but I totally forgot what program/settings I used to compile the .flv so I'm going to have to take a bit to figure out what I did before.

EDIT: Actually it looks like it might only work when you actually click the link instead of viewing the embedded player.

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-- Wiremod Reborn



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