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Thread: E2 Hologram Basics

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📄 07-23-2009

#1

Zeroedge9 ○

Wire Amateur
🟩

Zeroedge9's Avatar

Join Date: Jul 2009
Location: Florida
Posts: 94

📄 **E2 Hologram Basics**

Ok. I couldnt find a holo tutorial for Exp2 so now i'll create a basic one.

1)

Code:

```
@name Sphere
interval(10)
Me=owner()
Chip=entity()

if(first()) {holoCreate(1)}
```

the first() command will say "if the E2 is spawned then make a hologram"
the 1 in the holoCreate() is the index. It just identifies the Hologram

Now you need to make the hologram's "backbone" (basically it's identity)

Code:

```
@name Sphere
interval(10)
Me=owner()
Chip=entity()

if(first()) {holoCreate(1)}

holoModel(1,"sphere")
holoPos(1,Chip:pos()+vec(0,0,25))
```

Time to Break it down

holoModel(1,"sphere")
the 1 is the Index you started in the holoCreate() function and "sphere" is the command to make a Sphere. (the available models are here Wire Expression2 - GMod Wiki)

holoPos(1,Chip:pos()+vec(0,0,25))
here we say that holo "1" will be 25 units above the chip. the pos() command after Chip will give the position of the chip for the hologram to form. The problem with that is sometimes you want it above the chip, so you add a vec() of vec(0,0,25) so that the offset will be 25 units high.

If you want the Hologram to follow you instead of Chip type in Me and make the offset around 120.
Ex. **holoPos(1,Me:pos()+vec(0,0,25))**

Next
We're going to make the Sphere spin. bullcrock taught me this.

Code:

```
@name Sphere
@persist Timer
interval(10)
Me=owner()
Chip=entity()
Timer=Timer+1*1
T=Timer

if(first()) {holoCreate(1)}

holoModel(1,"sphere")
holoPos(1,Chip:pos()+vec(0,0,25))
holoAng(1,ang(0,T,0))
```

Just add an @persist with Timer as the value. Then declare that Timer=Timer+1*1 and T=Timer. you can multiply it by more than 1 and it will make it spin faster.

Last step is to make it change color and size.

Code:

```
@name Sphere
@persist Timer
interval(10)
Me=owner()
Chip=entity()
Timer=Timer+1*1
T=Timer

if(first()) {holoCreate(1)}

holoModel(1,"sphere")
holoPos(1,Chip:pos()+vec(0,0,25))
holoAng(1,ang(0,T,0))
holoColor(1,vec(155,0,0))
holoScale(1, vec(1,1,2))
```

holoColor(1,vec(155,0,0))
the vec() needs to be filled with an RGB code in order to get an actual color

holoScale(1, vec(1,1,2))
the vec() here is the (X,Y,Z) size of it. The default size is (1,1,1) but if you increase Z then the sphere will grow taller. if you increase X or Y the sphere will widen on that axis.

When i learn more i will try to update this. If any clarifications are needed let me know.

Demonstration(Sorry for crap quality)

Expression 2 Holograms

The Wayback Machine does not have this video archived.

Last edited by Zeroedge9; 07-24-2009 at 02:01 PM.

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📄 07-24-2009   #2

Echo51 ⊙

Wire Sofaking
🟩
😈

Join Date: Feb 2009
Location: Denmark
Posts: 1,489

📄 **re: E2 Hologram Basics**

its not "bloc" its "block" now go fix it..

AND according to the wiki you linked to, there isent any block, its a cube...

and again, i belive that cube rotation is gonna fail so badly..

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Proud of my non-existant life...

> In russia, Expression 2 codes you!

> 🔖 Originally Posted by **Snowden42** ▶
> *Nooblishious? That's a signature keeper.*

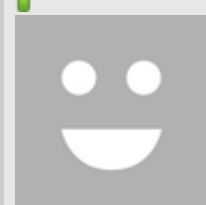💬 *Reply With Quote*

📄 07-24-2009   #3

singilli ⊙

Wire Sofaking
🟩

Join Date: Jun 2007
Location: Garðabær, Iceland
Posts: 497

📄 **re: E2 Hologram Basics**

It's automatically a cube when you spawn it, you don't have to manually change it to the default model.

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📄 07-24-2009   #4

📄 **re: E2 Hologram Basics**

thanks for explaining why it worked singill 😄

Echo51 ○

Wire Sofaking

Join Date:　Feb 2009
Location:　Denmark
Posts:　1,489

Proud of my non-existant life...

> In russia, Expression 2 codes you!

> Originally Posted by **Snowden42**
>
> Nooblishious? That's a signature keeper.

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📄 07-24-2009　　　#5

Azrael ○

Wire Sofaking

WIREMOD　　MEMBER

Join Date:　Aug 2007
Posts:　1,946

📄 **re: E2 Hologram Basics**

That's not 'holo emitter', that's holograms. The two are not at all the same.

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📄 07-24-2009　　　#6

Osaka ○

Wire Amateur

Join Date:　Dec 2008
Posts:　60

📄 **re: E2 Hologram Basics**

By default, the 3d hologram is a cube and, to my knowledge its holoModel(1,"cube"), not holoModel(1,"bloc") or holoModel(1,"block").

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📄 07-24-2009　　　#7

Zeroedge9 ○

Wire Amateur

Zeroedge9's Avatar
Join Date:　Jul 2009
Location:　Florida
Posts:　94

📄 **re: E2 Hologram Basics**

Thanks guy's i'll fix those mistakes. 🙂

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📄 07-24-2009 #8

Zeroedge9 ○

Wire Amateur
🟢
Zeroedge9's Avatar
Join Date: Jul 2009
Location: Florida
Posts: 94

📄 re: E2 Hologram Basics

> 💬 Originally Posted by **Echo51** ▶️
>
> *its not "bloc" its "block" now go fix it..*
>
> *AND according to the wiki you linked to, there isent any block, its a cube...*
>
> *and again, i belive that cube rotation is gonna fail so badly..*

Test it out :3 and now i changed it to a Sphere so people could understand holoModel now that i know its by default a cube (bullcrock told me to use bloc so i got used to it)

> 💬 Originally Posted by **AzraelUK** ▶️
>
> *That's not 'holo emitter', that's holograms. The two are not at all the same.*

I'm sorry about my noobness. I changed the post header but i cant seem to change the thread title.

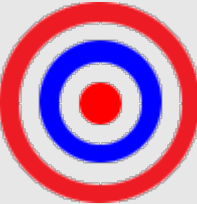*Last edited by Zeroedge9; 07-24-2009 at 09:31 AM.*

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📄 07-24-2009 #9

Bull ○

Spucatum Tauri
WIREMOD SUPER MOD

Join Date: Jun 2008
Location: Finland
Posts: 6,239

📄 Re: E2 Hologram Basics

Title has magically changed.
Nice tutorial.

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My signature has a point.

> **Originally Posted by Squeakyneb** ▶
>
> *when l3ulletje says do it, do it.*

That 🙂

> **Originally Posted by Anticept** ▶
>
> *By the way, Bull is in charge.*

💬 *Reply With Quote*

📄 07-24-2009   #10

Zeroedge9 ○

Wire Amateur
🟩

Zeroedge9's Avatar

Join Date:	Jul 2009
Location:	Florida
Posts:	94

📄 **Re: E2 Hologram Basics**

> **Originally Posted by l3ulletje** ▶
>
> *Title has magically changed.*
> *Nice tutorial.*

Thanks a lot 🙂

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