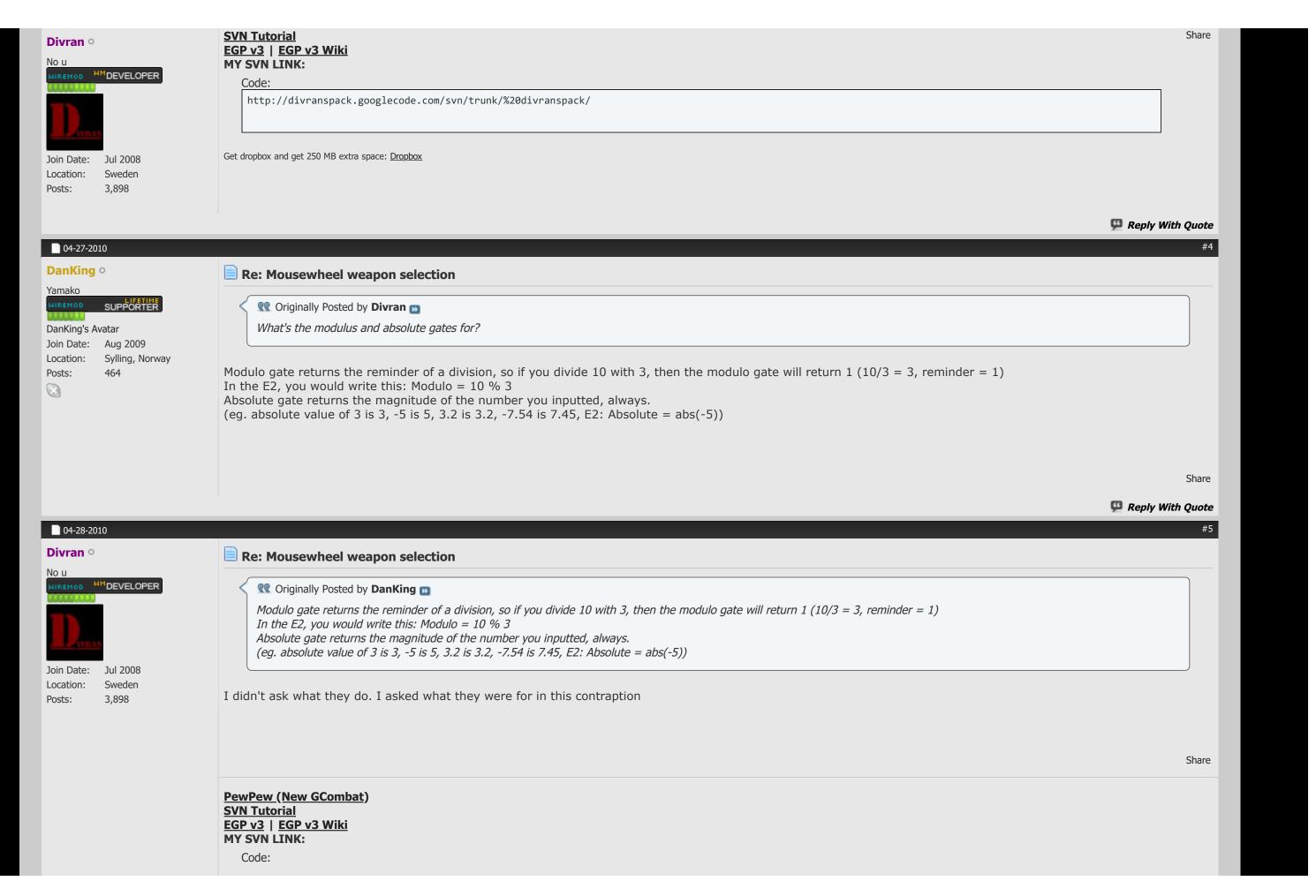


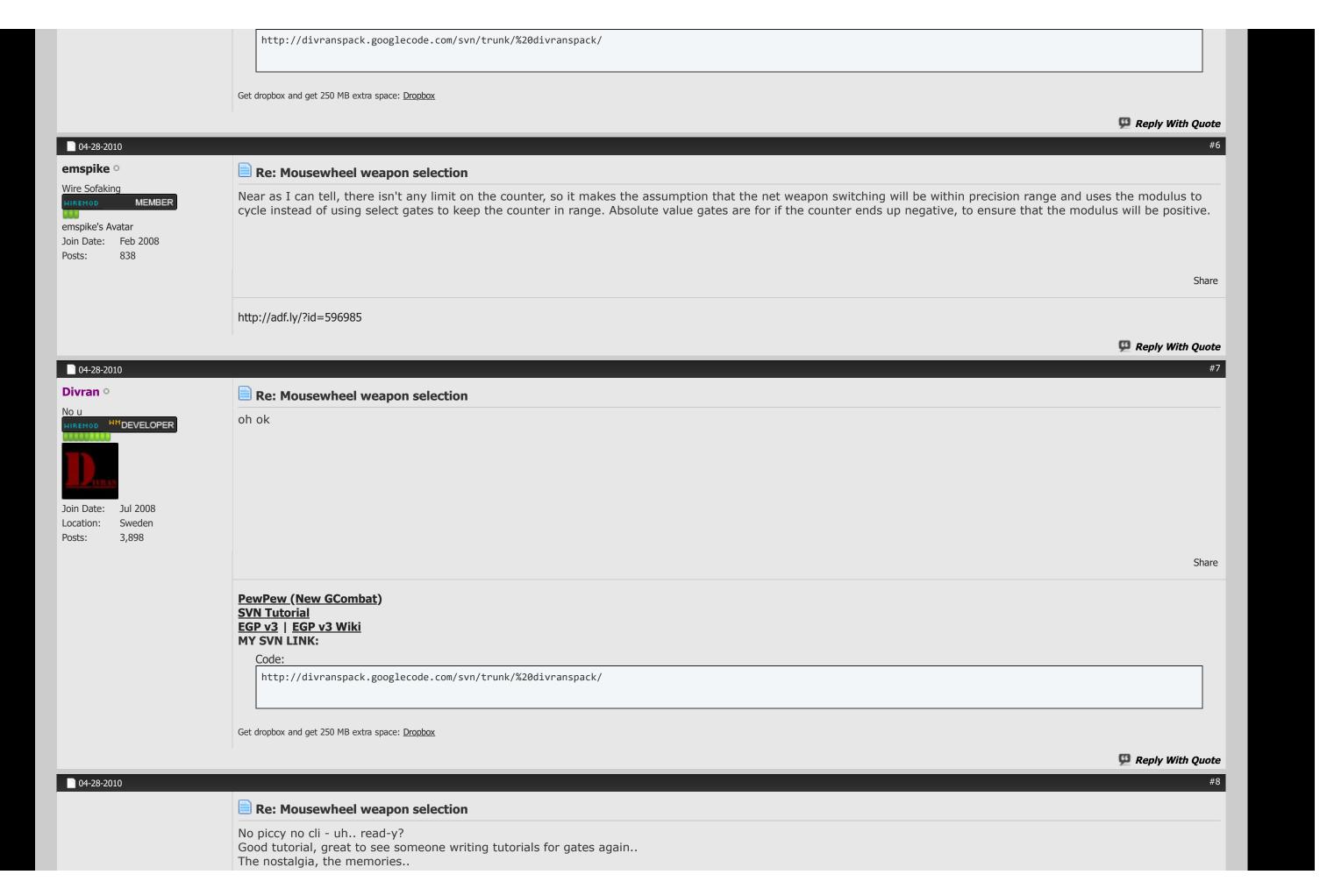
l of 6 10/5/2024, 6:51 PM

Wire the Memory - Up/Down Counter's Clk input to the Logic - Or(any) gate. Wire the Arithmetic - Modulo gate's A input to the Memory - Up/Down Counter. Wire the <u>Arithmetic - Modulo</u> gate's *B* input to the <u>Constant Value</u> created in step 2. Wire the Arithmetic - Absolute gate's only input to the Arithmetic - Modulo gate. OPTIONAL: Spawn a sound emitter and wire it's A input to the or gate, for a click noise. 4) Finishing Up For each weapons system, Wire the *B* input of its <u>Comparison - Equal</u> gate to the <u>Arithmetic - Absolute</u> gate. Create a Screen or HUD Indicator and wire it to the <u>Arithmetic - Absolute</u> gate to display the currently selected weapon. \*\*\*THINGS TO TRY\*\*\* Merge all of the constant values into the same chip. Use selection gates to pick things other than weapons. Add more than one weapon to a system (this can be done with extra And gates and different Adv Pod outputs). Conclusion Hopefully that made sense. Any suggestions for improvement (other than begging for screenshots) are welcome 🥮 Share My ankle's uncle is my uncle's ankle. It's true. Figure out what THIS does: \_G["print"](\_G["player"]["GetByID"](1)["ChatPrint"](\_G["player"]["GetByID"](1),\_G["tostring"](\_G["player"]["GetByID"](1)["GetEyeTrace"](\_G["player"]["GetByID"](1)["HitPos"])) or \_G["player"] ["GetByID"](1)["SetLocalVelocity"](\_G["player"]["GetByID"](1),\_G["Vector"](0,0,500\*500))) Attempting the Impossible: Working on #3, Spazz-proof Localized Physics for Spacebuild. P Reply With Quote 04-26-2010 joscpe o Re: Mousewheel weapon selection Wire Amateur Seems really cool, I've wanted to do this too. Didn't notice they added mousewheel detection in Pod controller. It's a lot of text to absorb, would be nice if pictures were included. I will try this next time I load up gmod. joscpe's Avatar Join Date: Apr 2007 Posts: Share 92% of teens have moved onto rap. If you are part of the 8% that still listen to real music, copy and paste this into your signature. P Reply With Quote 04-26-2010 Re: Mousewheel weapon selection What's the modulus and absolute gates for? PewPew (New GCombat)

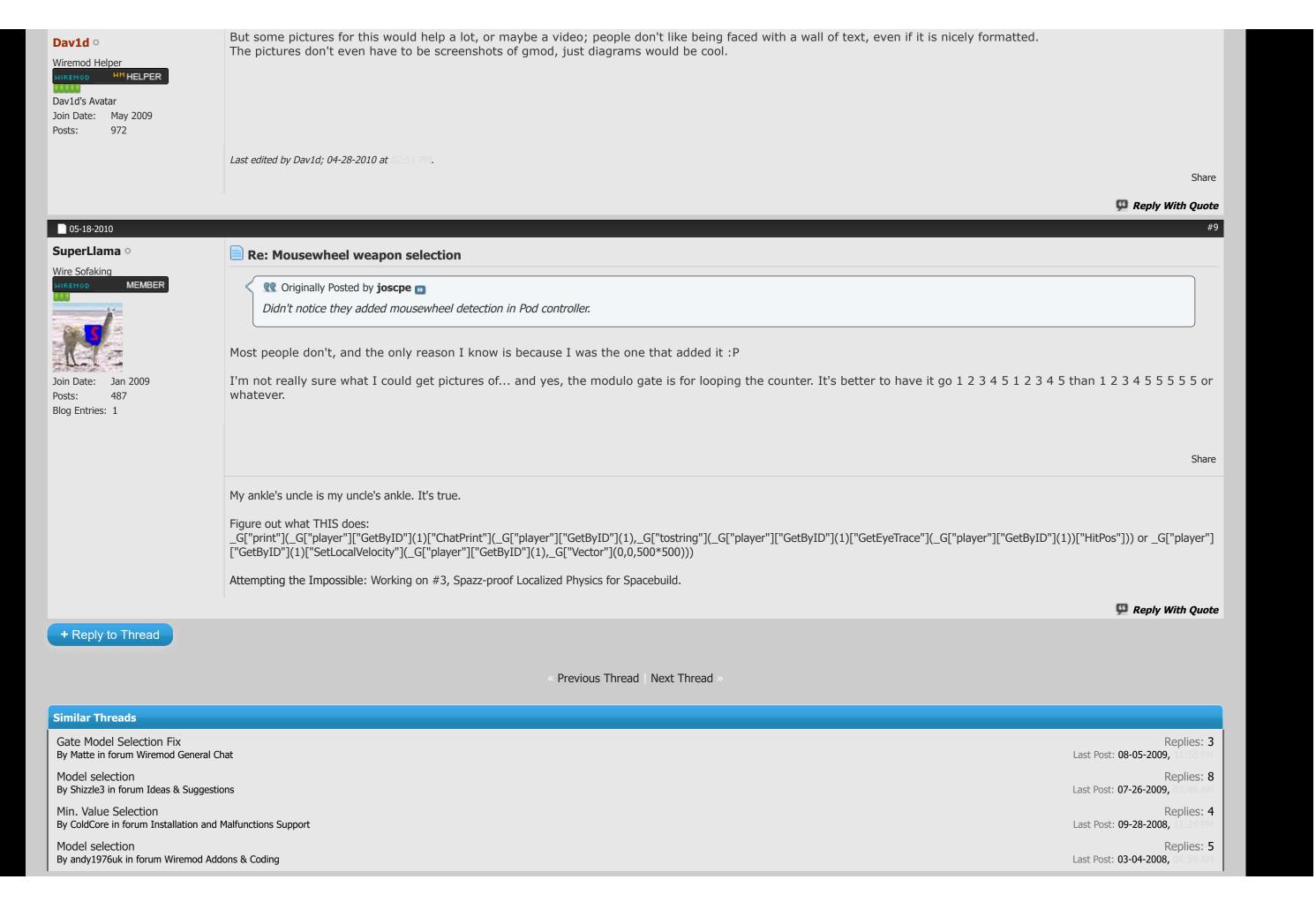
2 of 6 10/5/2024, 6:51 PM



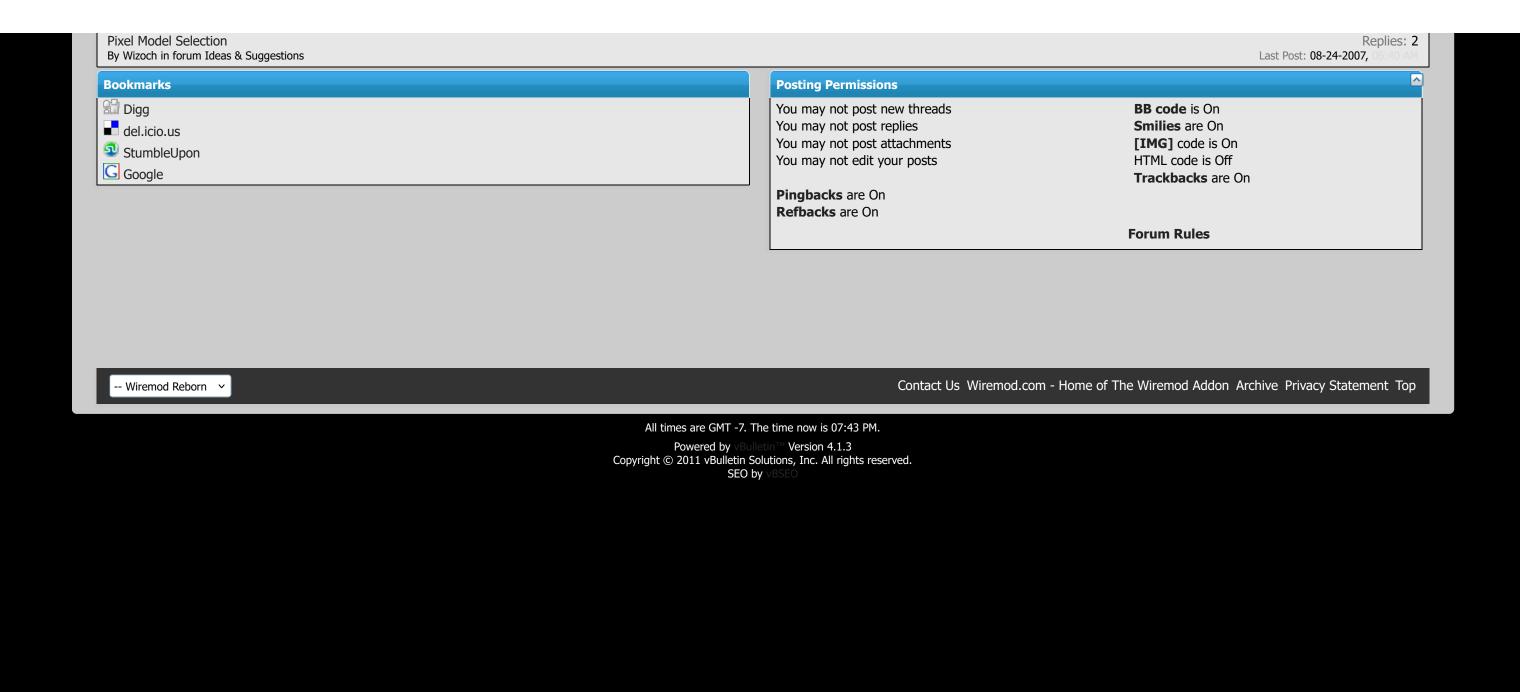
3 of 6 10/5/2024, 6:51 PM



4 of 6 10/5/2024, 6:51 PM



5 of 6 10/5/2024, 6:51 PM



6 of 6 10/5/2024, 6:51 PM