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🏠 Forum ❧ General ❧ Finished contraptions ❧ Divran's E2/Contraptions Thread

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Thread: Divran's E2/Contraptions Thread

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📄 11-20-2009   #1

Divran ○
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WIREMOD WM DEVELOPER

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<div>

Join Date: Jul 2008
Location: Sweden
Posts: 6,878

🏆 **Divran's E2/Contraptions Thread**

Divran's E2/Contraptions Thread

In this thread, I will post any E2s and contraptions I dare release.
I have placed this thread in the Custom Gates forum because it will most likely have more E2s than contraptions.

Table of Contents

- E2 Only Stuff
  - Hologram Artillery
- Weapons
  - Missile Launcher
- Useful & Useless
  - Useful
    - LS Information Screen

  - Useless
    - Afro
    - Crowbar Hax
    - Automatic Rater
- Epic Things
  - Hangman
  - Color CD Player
  - Toaster
  - Lollercoaster

I will use this for each E2:
Name:
Description:
Chat Commands <- I will only have this here if there are any chat commands.
Video/Pictures:
Additional Credits To:
Code:

I will add more and more E2s to this thread as I make them and determine them to be release worthy.

Please excuse my crappy videos. I don't have a program to edit them, and I generally suck at recording and that stuff.

The Videos use tinyURL to break the automatic video thing on this forum on purpose. The XFire videos playing automatically got annoying for myself and many people.

Last edited by Divran; 03-14-2010 at 05:14 AM.

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☐ 11-20-2009   #2

Divran ○

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WIREMOD **WM DEVELOPER**

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<div>

Join Date: Jul 2008
Location: Sweden
Posts: 6,878

📄 **Re: Divran's E2/Contraptions Thread**

E2 ONLY stuff
Stuff that only need one single E2 to function, and nothing else (excluding single-E2 weapons)

Name: Hologram Artillery
Description: Bombard people with hologram bullets! If you're an admin you can slay people (The slay code was made for Evolve. If it doesn't work for your admin mod, ask me and I'll make it work)
Spawn the E2, and click Use to fire. Once it is "locked on", hold Use to move it. It moves slowly at first, then picks up speed.
Chat Commands:
".force 1/0" - Makes the explosion push props aside as if it was real. (Not shown in the video)
".kill 1/0" - Enable/disable slaying
".give name" - Give control of the hologram artillery to target player.
Video/Pictures: Use fullscreen mode!
Hologram Artillery - Xfire Video
Additional Credits To: T955i for giving me the idea.
Code:

Code:
```
@name Holo Artillery
@persist [Owner Bullet]:entity [StartPos CurPos Norm]:vector Size Ang Move Mode Sound Kill Speed Force Kills:array
@trigger
if (first()) {
    ####
    # Hologram Artillery
    # Made by Divran
    # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
    ####

    concmd("say Hologram Artillery - Made by Divran")

    Kill = 0
    Force = 0
    Owner = owner()
    #Bullet
```

```
holoCreate(1)
Bullet = holoEntity(1)
holoModel(1,"hqicosphere2")
holoColor(1,vec(0,0,0))
holoAlpha(1,0)
#Explosion
holoCreate(2)
holoModel(2,"hqicosphere")
holoColor(2,vec(255,255,0))
holoAlpha(2,0)
#Shockwave
holoCreate(3)
holoModel(3,"hqtorus2")
holoScaleUnits(3,vec(10,10,10))
holoColor(3,vec(50,40,40))
```

Last edited by Divran; 01-16-2010 at 08:28 AM.

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📄 11-20-2009   #3

Divran ○

No U

WIREMOD **WM** DEVELOPER

<div>

Join Date:	Jul 2008
Location:	Sweden
Posts:	6,878

📄 **Re: Divran's E2/Contraptions Thread**

Weapons
E2s that can kill other players and/or contraptions

Name: Missile Launcher
Description: Send explosive props at someone.
Chat Commands:
".target name" - Target that player.
".fire nr" - Fire missiles. Enter a number to fire that many missiles.
".clear" - Remove all missiles instantly and stop firing.
Video/Pictures: Use fullscreen mode!
Missle Launcher - Xfire Video
Additional Credits To: I saw a missle launcher similar to this a while ago on this forum. Sorry - can't remember the name of the person who made it. Credits to him for giving me the idea. I did not, however, copy or look at any of his code.
Code:
-This E2 has been deemed too mingeable-

Last edited by Divran; 12-02-2009 at 05:29 AM.

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📄 11-20-2009   #4

Divran ○

No U

WIREMOD **WM** DEVELOPER

📄 **Re: Divran's E2/Contraptions Thread**

Useful & Useless
E2s that are either useful in some way or completely useless.
Name: LS Information Screen
Description: A dynamic screen that changes to match the storage you connect it to.

Video/Pictures:
http://tinyurl.com/y9oh6yp
Additional Credits To: -
Code:

Code:

```
@name LS Info
@inputs [EGP Storage]:wirelink Active Gradient
@persist [Nrs Amount Z ResNames]:array Clr:table
@trigger
if (first()|~Storage) {
    EGP:egpClear()
    Nrs = array()
    Amount = array()
    Z = array()
    ResNames = array()

    #Background
    Nr=1
    EGP:egpBox(Nr,vec2(0,0),vec2(512,512),vec4(255,255,255,255))
    EGP:egpMaterial(1,"gui/center_gradient")
    Nr++
    EGP:egpBox(Nr,vec2(512/2-200,25),vec2(400,20),vec4(vec(),255))
    Nr++
    EGP:egpText(Nr," Life Support Information Screen              By Divran",vec2(512/2-200,25),vec4(0,100,0,255))
    EGP:egpSetFont(Nr,"Arial",20)
    Nr++
    EGP:egpBoxoutline(Nr,vec2(512/2-200,50),vec2(512-112,512-100),vec4(vec(),255))

    #Colors
    Clr["Energy",vector] =          vec(255,0,0)
    Clr["Oxygen",vector] =          vec(0,255,0)
    Clr["Water",vector] =           vec(0,0,255)
    Clr["Co2",vector] =             vec(255,165,0)
    Clr["Hydrogen",vector] =        vec(255,255,0)
    Clr["Nitrogen",vector] =        vec(255,0,255)
    Clr["Liquid Nit",vector] =      vec(100,0,100)
    Clr["Liquid Nitrogen",vector] = vec(100,0,100)
```

Name: Afro
Description: A very simple, useless E2. The only thing it does is give you a giant afro. Have fun!
Video/Pictures:
Additional Credits To: -
Code:

Code:

```
@name Afro

    ####
    # Afro
    # Made by Divran
    # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
    ####

    concmd("say Afro - Made by Divran")

Radius = 100
holoCreate(1)
O = owner()
Atc = O:lookupAttachment("eyes")
holoPos(1,O:attachmentPos(Atc)+(O:attachmentPos(Atc)-O:pos()):normalized() * (Radius/2+2) - O:forward() * 5)
holoAng(1,O:attachmentAng(Atc))
holoModel(1,"hqicosphere2")
holoColor(1,vec(0,0,0))
holoMaterial(1,"models/debug/debugwhite")
holoScaleUnits(1,vec(Radius,Radius,Radius)*1.04)
holoParentAttachment(1,O,"eyes")
```

Name: Crowbar Hax
Description: Whenever anyone on the server uses their crowbar, they scream HAX at the top of their lungs! Useless but extremely fun when used in groups.
Video/Pictures: None. Can't take a picture of a sound.

Join Date: Jul 2008
Location: Sweden
Posts: 6,878

Additional Credits To: -
Code:

Code:

```
@name Crowbar Hax for Everone
@persist Ply:array PlyUse:array
if (first()) {

    ####
    # Crowbar Hax
    # Made by Divran
    # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
    ####

    concmd("say Crowbar Hax - Made by Divran")

    findByClass("player")
    Ply = findToArray()
    for(I=1,Ply:count()) {PlyUse[Ply:entity(I):id(),number] = 45, holoCreate(I),holoPos(I,Ply:entity(I):shootPos()),holoParent(I,Ply:entity(I)),holoAlpha(I,0)}
}
interval(10)
for(I=1,Ply:count()) {
    En = Ply:entity(I)
    Atk = En:keyAttack1()
    Wpn = En:weapon():type()
    if (Atk & Wpn == "weapon_crowbar") {
        Nr = PlyUse[En:id(),number]
        PlyUse[En:id(),number] = Nr + 1
        if (Nr>50) {
            PlyUse[En:id(),number] = 0
            holoEntity(I):soundPlay(I,0.7,"vo/npc/male01/hacks0"+randint(1,2)+".wav")
            soundPitch(I,165)
        }
    } else {soundStop(I), PlyUse[En:id(),number] = 45}
}
```

Name: Automatic Rater
Description: This E2 will automatically rate everyone on the server a random rating every 60 seconds (Will not rate "bad").
Video/Pictures: None.
Additional Credits To: -
Code:

Code:

```
@name Ratings :V
@persist Rnd:array Ply:array
interval(61000)
timer("Rescan",300000)

if (first()|duped()) {
    ####
    # Automatic Rater
    # Made by Divran
    # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
    ####

    concmd("say Automatic Rater - Made by Divran")

    findByClass("player")
    Ply = findToArray()
    Rnd:pushString("builder")
    Rnd:pushString("star")
    Rnd:pushString("like")
    Rnd:pushString("love")
    Rnd:pushString("artistic")
}
if (clk("Rescan")) {
    findByClass("player")
    Ply = findToArray()
} else {
    for(I=1,Ply:count()) {
        if (Ply:entity(I) != owner()) {
            Rate = Rnd[randint(Rnd:count()),string]
            concmd("rateuser "+Ply:entity(I):id() + " " + Rate)
            #print("Rated " + Ply:entity(I):name() + " \"" + Rate + "\"!")
```

Name: Snowflakes
Description: Christmas Rules! 'Nuff said.
Video/Pictures:
Additional Credits To: Techni, for the idea.
Code:

Code:

```
@name Snowflakes
@inputs On Wind:vector
@persist [Pos Dir DirTime]:array Ready Nr Wind:vector Time
@trigger
if (first()|duped()) {
    ####
    # Snowflakes
    # Made by Divran
    # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
    ####

    concmd("say Snowflakes - Made by Divran")
    Ready = Nr = 0
    if (!Wind) {Wind = vec(0.2,0,0)}
}
if (On & Ready) {
    if (~On) {
        runOnTick(1)
        Dir = array()
        Pos = array()
        DirTime = array()
        Nr = Time = 0
        holoAlpha(0,255)
        for(I=1,50) {
            holoAlpha(I,255)
            DirTime[I,number] = randint(100,500)
        }
    }
    interval(500)
    if (clk()) {
        Nr++
        if (Nr>50) {Nr=1}
```

📎 **Attached Thumbnails**
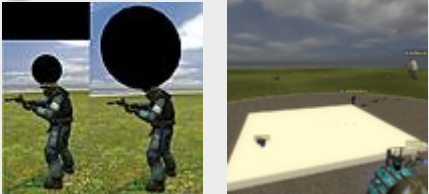
Last edited by Divran; 03-14-2010 at 05:13 AM.

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📄 11-20-2009   #5

Divran ○

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WIREMOD WM DEVELOPER

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📄 **Re: Divran's E2/Contraptions Thread**

Epic things
My most epic creations will go here.

<div>

Join Date: Jul 2008
Location: Sweden
Posts: 6,878

Name: Hangman
Description: Hangman! It's too epic for words.
Note! After dupe, you need to update the expressions to get it to work.
Chat Commands
".add name" - Add a player to the player list (Any player in the player list can play hangman. Those who are not in the player will not be allowed to play.). (Owner only)
TIP: ".add *" will add EVERYONE to the list.
".remove name" - Remove a player from the player list. (Owner only)
".list" - Print the names of all players who are in the player list to chat. (Owner only)
".start word" - Start a new game with that word. (Owner only)
".stop" - Stop the current game (Owner only)
".g" / ".guess" + letter/1 word/whole thing - Type ".g" followed by a letter, 1 word, or the whole thing to guess.
".score name" - Make the score screen display the scores of target player.
Video/Pictures: Use fullscreen mode!
Hangman - Xfire Video
Additional Credits To: - Filipe for giving me the idea.
Dupe File: Wiremod.com Forums
Code:
Main E2

Code:

```
@name Hangman
@inputs [Sc Fls HSc]:wirelink RecieveWord InputWord:string Driver:entity
@persist On Fails MaxFails ScorePly StartPly:entity [FailGuess Ply STotal SWin SFail]:array Lookup:table [GuessWord Word Msg]:string
@trigger

if (first()|duped()) {
    ####
    # Hangman
    # Made by Divran
    # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
    ####

    concmd("say Hangman - Made by Divran")

        #Starting Stuff
    #Variables
    On = Fails = 0
    runOnChat(1)
    E = entity()
    Ply[1,entity] = owner()
    #Console Screen
    Sc:writeCell(2041,1)
    W = "Made by "
    Sc:writeString(W,0,0)
    W1 = "Divran"
    Sc:writeString(W1,W:length(),0,611)
    W = "- Hangman -"
    Sc:writeString(W,15-round(W:length()/2),1,262)
    W = "Type \".g\" or \".guess\" followedby a letter or a word to guess"
    Sc:writeString(W,0,16)
    Sc:writeCell(2042,333)
```

Derma Text Box E2

Code:

```
@name E2 Derma Text Box
@inputs Chair:entity Active
@outputs SendWord Word:string Eject Driver:entity
@persist Get
@trigger
if (Chair & !Get) {
    ####
    # E2 Derma Text Box
    # Made by Divran
    # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
    ####

    Get = 1
    dPod(Chair)
    dPanel("Base",vec2(scrW()/2-100,scrH()/2-50),vec2(200,100))
    dLabel("Title","Base",vec2(5,4))
```

```
        dText("Title","Enter Word:")
        dColor("Title",0,0,0,255)
        dColor("Base",255,255,255,100)
        dShow("Base",0)
        dTextBox("Text","Base",vec2(10,30),180)
        dButton("Ok","Base",vec2(10,60),vec2(30,25))
        dButton("Exit Pod","Base",vec2(140,60),vec2(50,25))
}

if (~Active & Active) {
        dShow("Base",1)
        enableMouse(1)
} elseif (~Active & !Active) {
        dShow("Base",0)
        enableMouse(0)
```

Name: Color CD Player
Description: I know this has been made loads of times before. But this one has some extra features. It automatically picks up the CD and puts it in the player and plays the song. Louder volume. And it looks awesome.
Update! I have added speakers, and they actually MOVE when you play music! (Not shown in the video, as that was filmed before I made the speakers)
Remember! After dupe, you need to push the **Reset** button to make it work.
Video/Pictures: Use fullscreen mode!
Color CD Player - Xfire Video
Additional Credits To: -
Dupe File: Wiremod.com Forums
Code:

Code:

```
@name Color CD Player
@inputs E:entity Eject Reset ResetClk On
@inputs [Skr1 Skr2 Skr3 Skr4 Skr5 Skr6]:entity
@outputs Txt:string TxtColor:vector
@persist [Pos1 Pos2]:vector Mode CD:entity Color:vector Sound:table Dist Next Fade SpeakerAnim
@trigger
if (first()|duped()) {
        ####
        # Color CD Player
        # Made by Divran
        # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
        ####

        concmd("say Color CD Player - Made by Divran")

        Pos1 = E:toWorld(vec(75,0,5):rotate(ang(0,-135,0)))
        Pos2 = E:toWorld(vec(25,0,5):rotate(ang(0,-135,0)))
        findIncludePlayerProps(owner())
        holoCreate(10)
        holoMaterial(10,"models/debug/debugwhite")
        holoColor(10,vec(75,75,75))
        holoScaleUnits(10,vec(35,-35,2))
        holoCreate(11)
        holoMaterial(11,"models/debug/debugwhite")
        holoColor(11,vec())
        holoModel(11,"dome")
        holoScaleUnits(11,vec(30,30,8))
        holoPos(11,E:toWorld(vec(25,0,11):rotate(ang(0,-135,0))))
        holoAng(11,ang())
        holoParent(11,E)

        Temp = array( Skr1, Skr2, Skr3, Skr4, Skr5, Skr6 )
```

Name: Toaster
Description: This is for you Schilcote.
Video/Pictures: Use fullscreen mode!
TOASTERS!!! - XFire Video
Additional Credits To: -
Dupe File: Wiremod.com Forums
Code:

Code:

```
@name TOASTERS!!!!
@inputs Base:entity Btn
```

```
@persist [Slots Toasts Stage]:array Toasting Toast
@trigger

if (first()|duped()) {
    ####
    # Toaster
    # Made by Divran
    # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
    ####

    if (duped()) { #Only makes you say it when duped.. because of the "reset()" command in this code.
        concmd("say Toaster - Made by Divran")
    }

    Slots[1,vector] = vec(-3,-15,19.5)
    Slots[2,vector] = vec(-3,0,19.5)
    Slots[3,vector] = vec(-3,15,19.5)
    Slots[4,vector] = vec(3,-15,19.5)
    Slots[5,vector] = vec(3,0,19.5)
    Slots[6,vector] = vec(3,15,19.5)
    runOnTick(1)
    findIncludePlayerProps(owner())
}

if (Toasting == 0) {
    Cnt = Base:toWorld(Base:boxCenter())
    timer("Find",250)
    if (clk("Find") & findCanQuery()) {
        findExcludeEntities(Toasts)
```

Name: Lollercoaster
Description: A dynamic rollercoaster. Create the track as you ride on it!
Controls are:
W: Down
S: Up
A & D: Left & Right
Mouse1 & Mouse2: Roll left & Right
R: Reset angles
Shift: Speed boost
The coaster automatically ejects the driver if crashed into a wall.
How to spawn:
1: Spawn the coaster car prop.
2: Spawn a chair.
3: Nocollide the chair to the prop, position it, and weld it.
4: Dupe this with the normal duplicator tool.
5: Spawn as many other cars as you want using duplicator.
6: Spawn an adv pod controller, and link it to the chair. (On the main car. The first one.)
7: Use the Wirelink tool on the Adv pod controller
8: Spawn the E2 (On the main car. The first one.)
9: Wire "Pod [Wirelink]" to the Adv pod controller's new Wirelink output, and Active to Active.
10 Get in and drive!
NOTE: If you spawn new cars, you need to update the E2 so that it finds them.
Video/Pictures: Use fullscreen mode!
Lollercoaster - Xfire Video
Additional Credits To: - FlieBoy101 for giving me the idea (He has also made one just like this)
Code:

Code:

```
@name Lollercoaster
@inputs Pod:wirelink Active
@persist [Pos Ang Cars]:array CurPos:vector Quat:quaternion N N2 Count
@trigger
if (first()|duped()) {
    ####
    # Lollercoaster
    # Made by Divran
    # http://www.wiremod.com/forum/custom-gates/16081-divrans-e2-contraptions-thread.html
    ####
```

```
concmd("say Lollercoaster - Made by Divran")

for(I=1,2) {
    holoCreate(I)
    holoModel(I,"hqicosphere2")
    holoMaterial(I,"models/debug/debugwhite")
    holoColor(I,vec(75,75,75))
    holoScale(I,vec(5,5,5)/12)
    holoEntity(I):removeTrails()
    holoEntity(I):setTrails(4,2,6,"cable/cable2",vec(),255)
    holoAlpha(I,0)
}
for(I=3,30) {
    holoCreate(I)
    holoMaterial(I,"models/debug/debugwhite")
    holoColor(I,vec(100,30,0))
    holoScale(I,vec(5,45,2)/12)
    holoAlpha(I,0)
}
```

🔗 Attached Thumbnails

🔗 Attached Files

📄 color cd player v13.txt (65.2 KB, 293 views)
📄 hangman v11.txt (30.2 KB, 201 views)
📄 toaster v4.txt (16.4 KB, 201 views)

Last edited by Divran; 01-16-2010 at 04:30 PM.

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📄 11-26-2009   #6

Divran ○

No U

WIREMOD **WM** DEVELOPER

Join Date: Jul 2008
Location: Sweden
Posts: 6,878

📄 **Re: Divran's E2/Contraptions Thread**

Bumping ... because there are not even any comments >.>

Oh and if anyone knows how to make XFire videos *not* play automatically as soon as you open the page, please let me know.

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📄 11-26-2009   #7

Thgin ○

Wirererer
▮

Join Date: Mar 2008
Posts: 129

📄 **Re: Divran's E2/Contraptions Thread**

> 📖 Originally Posted by **Divran** ▶
>
> *Oh and if anyone knows how to make XFire videos not play automatically as soon as you open the page, please let me know.*

They don't?

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📄 11-26-2009   #8

Divran ○

No U

WIREMOD   WM DEVELOPER

Join Date: Jul 2008
Location: Sweden
Posts: 6,878

📄 **Re: Divran's E2/Contraptions Thread**

> 📖 Originally Posted by **Thgin** ▶
>
> *They don't?*

For me they do...

Hm well they don't play as soon as I open the page, but as soon as I scroll over them.

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📄 11-26-2009   #9

Solece ○

Wire Sofaking
▮

Join Date: Jul 2008
Location: Pittsburgh, PA
Posts: 672

📄 **Re: Divran's E2/Contraptions Thread**

Some very nice contraptions, but next time please don't sextuple post 🙂

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📄 11-26-2009   #10

Divran ○

No U

WIREMOD **WM DEVELOPER**

Join Date: Jul 2008
Location: Sweden
Posts: 6,878

📄 **Re: Divran's E2/Contraptions Thread**

> 📖 Originally Posted by **haloguy922** ▶
>
> *Some very nice contraptions, but next time please don't sextuple post* 🙂

I wanted several posts to better sort them. I will be adding more to it later. Probably on the weekends more than weekdays, though.

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LinkBacks (?)

Divran's E2 Thread - Page 6 - Facepunch Refback This thread	02-14-2010, 07:58 PM
Facepunch - View Single Post - Divran's E2 Thread Refback This thread	02-05-2010, 05:58 PM
Wiremod e2 - Steam Users' Forums Refback This thread	02-04-2010, 07:08 PM
Divran's E2 Thread - Page 3 - Facepunch Refback This thread	01-27-2010, 04:59 AM

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A few Contraptions By Gobo in forum Finished contraptions	Replies: 13 Last Post: 08-04-2009, 11:20 AM
The Contraptions Suggestion Thread By Eirath245 in forum Ideas & Suggestions	Replies: 22 Last Post: 04-18-2009, 03:01 AM
Sax's Contraptions. By Sax in forum Finished contraptions	Replies: 16 Last Post: 08-23-2008, 12:08 PM
All my contraptions By Teaqu in forum Finished contraptions	Replies: 3 Last Post: 04-28-2008, 02:08 AM

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