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 **Soupychicken Soupy's Basic Grenade** 04-08-2010, 11:37 AM

 **Donkie** Re: Soupy's Basic Grenade 04-08-2010, 02:32 PM

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 **ShadowBrain** Re: Soupy's Basic Grenade 04-08-2010, 10:28 PM

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 **Maxaxle** Re: Soupy's Basic Grenade 04-10-2010, 08:18 PM

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#1

**Soupychicken**

Wire Noob



Join Date: Mar 2010

Location: Olympus Mons

Posts: 2

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 **Soupy's Basic Grenade**

Hey everyone who is reading, I'm Soupychicken. New here, been experimenting with Wiremod for a little bit now, and I've realized I've seen a lot of land mine tutorials, but yet I haven't seen any good grenades, and this is why I am making a grenade tutorial. Please realize that this is my first tutorial, so I'm new to this teaching thing.

Step 1: Under Wire-Physics, choose "Explosives". I am using a paint bucket, but feel free to use other things. Other settings are preferences for you, but trigger value should be 1, On-fire time should be 0, and "Remove on Explosion", "Do blast damage", "Bullet Proof", and "Explosion Proof" should be checked.

Step 2: Under Wire-I/O, put a button on top of the paint bucket. Settings should be "toggle" checked, on value as 1 and off value as 0.


Step 3: Under Gate-Time, put a timer on the paint bucket; under Gate-Comparison, put a "greater than" chip on it; under Wire - I/O, put a constant value chip on it. The constant value's value will be the amount of time before the grenade blows up.

Step 4: Now for the wiring and an explanation. Link the timer chip's "Run" value to the button. (This means that as long as the button's value is 1, the button will run; since the button is a toggle button, as soon as you press it, the button's value will remain 1 until someone else presses it, and the timer will continue until someone else presses the button.) Link the "Greater than" chip's A value to the timer chip, and the "greater than" chip's B value to the constant value. (This means that it will check when the A value is greater than the B value; in other words, until the timer is greater than the constant value.) Then, link the explosive's detonate value to the greater than chip. (When the timer is greater than the constant value in the greater than chip, the greater than chip will send out a value of 1, which is our explosive device's

trigger value.)

Step 5: To use, press the button and throw!

Questions, comments, suggestions, and polite criticisms are much appreciated. No, I will probably not add (step by step) pictures. This was an original design; any relation to another design is simply a coincidence.

 Attached Thumbnails  
gm\_flatgrass0001..jpg gm\_flatgrass0002..jpg

*Last edited by Soupychicken; 04-08-2010 at 03:37 PM. Reason: A few pics of the result.*





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