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06-07-2008#1

Pyro-Fire

Wire Weeaboo

WIREMOD

WM HELPER

Pyro-Fire's Avatar

Join Date: Aug 2007

Location: WA, Australia

Posts: 1,804

PyroTuts [- The Hoverdrive -]

PyroTuts Hoverdrive Tutorial

Each step will be accompanied with an image, along with a breif explanation of what the step is. At the end of the tutorial, there will be a brief overview on what you have learnt and an idea on how to use what you have learn in new situations.

-- 7 images total --

The Tutorial

Step 1

Spawn the HoverDrive.

Step 2

Weld it to a plate so you have something to work on

Step 3

Create a new plate and put a GPS in the middle of it. Nocollide both items to everything (right-click).

Step 4

Wire X_JumpTarget to the GPS's X output, the Y_JumpTarget to the GPS's Y output and Z_JumpTarget to the GPS's Z output. (understand the pattern here?)

Step 5

1 of 4

10/5/2024, 6:33 PM

Create a numpad input somewhere, preferably on your hoverdrive's plate.
NOT TOGGLED. on:1 off:0

Step 6
Wire SetJumpTarget _AND_ Jump to the numpad input

Step 7
Press the numpad key and watch it shoot off to the gps.

Recap

- What we learned**
- 1. the Jump_X/Y/Z Inputs are where the hoverdrive is going to end up (relative to world) when we tell it to jump
 - 2. SetJumpTarget and Jump are basically the same thing, to avoid confusion, just set them both at the same time to jump.

How can i use this in other situations?
For forward-jumping hoverdrives, you need to work out how much you need to add to each axis from where the hoverdrive currently is (using a gps or something attached to the hoverdrive)
To do this, you need to use trig functions with a gyroscope, or vectors. There should be plenty of examples just for this lying around wiremod, so just search for them.

Side Notes
You will see this tutorial has less steps and is a little bit rushed compared to the timer tut.
Thats because its intended not to be your first tutorial, and i made this with the idea in mind that a lot of people know the basics but dont understand the hoverdrive.

Last edited by Pyro-Fire; 06-07-2008 at 12:27 PM.


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06-09-2008


#2

Ergzay 

Wirererer

WIREMOD


MEMBER



Ergzay's Avatar

Join Date: Jun 2007

Posts: 232

 **Re: PyroTuts [- The Hoverdrive -]**

Whenever I spawn the hoverdrive (I assume the only way of getting it is from the entities menu) it has no inputs and no outputs. It just floats around.

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06-09-2008

#3

Pyro-Fire

Wire Weeaboo



Pyro-Fire's Avatar

Join Date: Aug 2007

Location: WA, Australia

Posts: 1,804

Re: PyroTuts [- The Hoverdrive -]

try re-installing wire, or removing all addons except wire, phx3, and smartsnap.

(these are all you need)

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