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PyroTuts [- The Timer -]

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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 Timer -]

PyroTuts Timer 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.

-- 12 images total -- (yes i am aware that some of them dont show -- thats because wiremod doesnt allow more then 10 images per post.. just click the links for the images that you cant see.)

The

1 of 4

10/5/2024, 6:28 PM

Tutorial

Step 1

First, spawn something to work on. anything is fine, here i've chosen a 4x2 phx metal plate.

Step 2

Select the timer chip under the "Gate - Time" menu

Step 3

Place it

Step 4

Get a button, put toggle ON, and have values
on:1
off:0

It doesnt really matter what they are, as long as off is 0 or below, and on is 1 or above.

Step 5

Place the button

Step 6

Go back to your button settings, and turn toggle off. both on and off values should be earlier set so dont worry about them, otherwise again its on:1, off:0.

Step 7

wire "Run" to your first button
(Red wire)

Step 8

wire "Reset" to your second button
(Blue wire)

Step 9

[ImageShack - Hosting](http://img.shack.com/22088279zc4.jpg)
:: 22088279zc4.jpg
Forgot to add something to display it
>_>.

just wire the timer to a screen. or better yet -- floor it then wire it to a screen (so you get a whole number... try it with/without the rounding and you'll

see what i mean)
Floor can be found
under Gate -
Arithmetic.

Step 10

ImageShack - Hosting
:: 10my3.jpg

Turn it on (LEFT
BUTTON), and it will
count upwards from 0,
as you should see on
the screen.

You will notice it
increases by 1 each
second (if you
rounded it, otherwise
just ignore the
decimals)

Step 11

ImageShack - Hosting
:: 11te0.jpg

Turn it off (LEFT
BUTTON), then press
the reset button
(RIGHT BUTTON), and
you will find it goes
back to 0.

Step 12

Nuke it.

Recap

What we learned

1. When "Run" is set to 1 or higher, then timer will increase by a total of [1] every second.
2. When "Run" is 0, it will stop counting.
3. When "Reset" is 1, it will go back to 0.
4. its fun to nuke stuff.

How can i use this in other situations?

If you ever need something that increases at a regular interval, like say a clock, or maybe a laser that charges up.

Side Notes

You can multiply the timer by a number to make it run faster, so it increases by 1 every half a second.

Last edited by Pyro-Fire; 06-07-2008 at 11:27 AM. **Reason:** added images, imageshack didnt want me to upload them :(

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