

The Wayback Machine - https://web.archive.org/web/20150326191550/http://www.wiremod.com/forum/expression-2-discussion-help/14835-e2-class-description-documentation.html

WIREMOD

Sign in through STEAM

User Name

Password

Log in

Help

Register

☐ Remember Me?

What's New?

Articles

Forum

Blogs

Forum Home

New Posts

FAQ

Calendar

Community

Forum Actions

Quick Links

Advanced Search

Forum

Tool Help & Discussion

Expression 2 Discussion & Help

E2 Class Description Documentation

If this is your first visit, be sure to check out the **FAQ** by clicking the link above. You may have to **register** before you can post: click the register link above to proceed. To start viewing messages, select the forum that you want to visit from the selection below.

If you'd like to receive bonuses in the Official Wiremod Gmod Server, Link your Steam account to you forum account [here!](#)

Results 1 to 10 of 13Page 1 of 212Last

Thread: E2 Class Description Documentation

3 Likes

LinkBackThread ToolsDisplay

10-02-2009


#1

OmicronN

Pizza is good...

WIREMOD

WM HELPER



Join Date: Apr 2008

Location: Frozen Hell (aka Michigan)

Posts: 761

E2 Class Description Documentation

As requested, here is a list of all essential and non-essential class types that I can come up with for the time being.

Examples:

findByClass("Class Here").

findIncludeClass("Class Here").

findExcludeClass("Class Here").

findAllowClass("Class Here").

findDisallowClass("Class Here").

findClipToClass("Class Here").

findClipFromClass("Class Here").

if(entity():type()=="Class Here"){ }

entity():npcRelationship("Class Here",S,N).

Class Types are as follows (no specific order):

General Porpuse Classes

Code:

Choose whatever tool you want to,

-just replace *choosetool* with the tool of your choice.

gmod_wire_choosetool*

gmod_choosetool*

1 of 7


10/5/2024, 7:15 PM

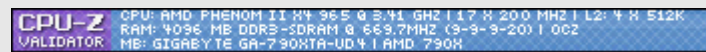
Code:

```
crossbow_bolt
flechette_gun
gmod_balloon
gmod_button
gmod_camera
gmod_cameraprop
gmod_dynamite
gmod_emitter
gmod_hoverball
gmod_lamp
gmod_laser
gmod_laser_crystal
gmod_laser_reflector
gmod_light
gmod_thruster
gmod_tool
gmod_turret
gmod_wheel
gmod_wire_addressbus
gmod_wire_adv_hudindicator
gmod_wire_adv_input
gmod_wire_adv_pod
gmod_wire_buoyancy
gmod_wire_button
gmod_wire_cam
gmod_wire_cameracontroller
gmod_wire_cd_disk
gmod_wire_cd_ray
gmod_wire_colorer
gmod_wire_consolescreen
gmod_wire_cpu
gmod_wire_damage_detector
```

Last edited by OmicronN; 10-03-2009 at 08:59 AM.

Share

 LuckOrLoss likes this.



[E2 Wiki - Learn it love it](#) | [My Constraint Core](#)
[Attachment Documentation](#) | [Class Description Documentation](#)

10-02-2009

#2

mattwd0526

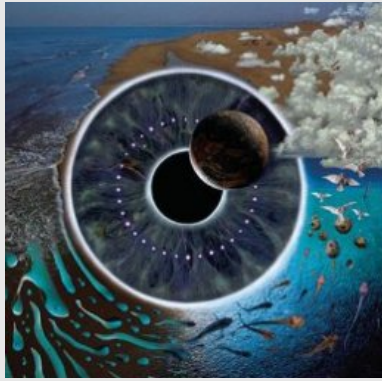
has a custom title

WIREMOD WM HELPER



 **Re: E2 Class Description Documentation**

Useful, but if you have the picker addon, unnecessary. Good job though.



Join Date: Apr 2009
Posts: 2,793

Share

10-03-2009

#3

oenmaster

Wire Sofaking



Join Date: Jan 2008
Location: fak where is my satnav (NL)
Posts: 716
Blog Entries: 1



Re: E2 Class Description Documentation

Code:

```
bind "p" "lua_run_cl local trace = LocalPlayer():GetEyeTrace() if(trace.HitNonWorld) then LocalPlayer():ChatPrint(tostring(trace.Entity)) else LocalPlayer():ChatPr
```

got this from him
[silentassassin12092](#)

it print the class and the entity number of it in the chat box (like e2 print())

Share

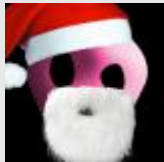
10-03-2009

#4

feha

Wire Sofaking

WIREMOD MEMBER



Join Date: Sep 2009
Location: Here
Posts: 1,273

Re: E2 Class Description Documentation

1. You really should sort it alphabeticly (they start with the type name anyway (npc_,prop_, and so on))...
2. Why do you have 2 prop_physics?
3. where is the prop_combine_ball?

Share

Holo Combat System!
Line-Plane intersection!

Tracing System!

Feha

#5

10-03-2009

Omicron

Pizza is good...

WIREMOD HELPER



Join Date: Apr 2008
Location: Frozen Hell (aka Michigan)
Posts: 761

Re: E2 Class Description Documentation

Originally Posted by feha

- 1. You really should sort it alphabeticly (they start with the type name anyway (npc_,prop_, and so on))...
- 2. Why do you have 2 prop_physics?
- 3. where is the prop_combine_ball?

Here's a better idea people, type find_ent in console and BOOM, you have it right there. That is where I got it from, and I never did shoot off a prop_combine_ball.

What I did is I shot off each gun that I had and went into console and used "find_ent _" which does a search of all entities listed with a _ in the name. You will find a bunch of useless one's amongst the one you need.

As for alphabetical, I can do that. And there are multiples because of the method that I used.

Lastly noted, at the time I had been awake from 5pm Thursday to I think I made the post at around 9-10pm. I was very tired.

Share



E2 Wiki - Learn it love it | My Constraint Core
Attachment Documentation | Class Description Documentation

#6

10-03-2009

feha

Wire Sofaking

WIREMOD MEMBER



Join Date: Sep 2009
Location: Here
Posts: 1,273

Re: E2 Class Description Documentation

/me like lists

- 1. I find it much easier to use a good documentation (yes yours that is) with minor easy to see flaws only (like 2 prop physics).
- 2. That must have been quite much work :S
- 3. Thats why I suggested it (knowing it was possible) XD.
- 4. your errors was the kind of error anyone could have no matter if they are tired or not, its all about remembering which ones you already done and which ones that exist. Tbh I think I would have got way more errors (closer to 10 than 2) if I would have tried doing this XD.

Share

Holo Combat System!
Line-Plane intersection!

Tracing System!

Feha

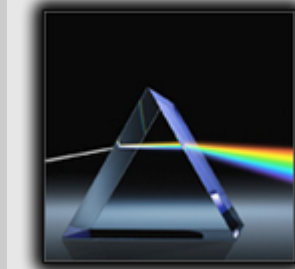
10-03-2009

#7

Matte

Developer

WIREMOD WM DEVELOPER



Join Date: Jan 2009

Location: Norway

Posts: 3,088



Re: E2 Class Description Documentation

Originally Posted by OmicroNiuM

Lastly noted, at the time I had been awake from 5pm Thursday to I think I made the post at around 9-10pm. I was very tired.

Classic.

Share

"If anybody says he can think about quantum physics without getting giddy, that only shows he has not understood the first thing about them."

-- Niels Bohr

10-03-2009

#8

Nikita

Lifetime Supporter

WIREMOD WM LIFETIME SUPPORTER



Join Date: May 2009

Posts: 788

Re: E2 Class Description Documentation

What is the type for holograms?

I'm not sure if real entities are associated with them, but they do have entity-returning functions.

Share

10-03-2009

#9

Matte

Developer

WIREMOD WM DEVELOPER

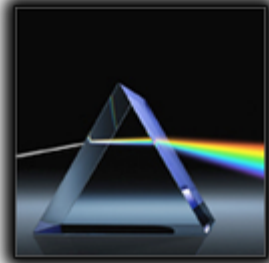


Re: E2 Class Description Documentation

Originally Posted by Nikita

What is the type for holograms?

0000



Join Date: Jan 2009
Location: Norway
Posts: 3,088



I'm not sure if real entities are associated with them, but they do have entity-returning functions.

"gmod_wire_hologram"

Share

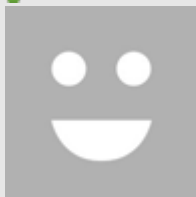
"If anybody says he can think about quantum physics without getting giddy, that only shows he has not understood the first thing about them."
-- Niels Bohr

06-19-2011

#10

CakeLier

Wire Noob



Join Date: Apr 2011
Posts: 14

Re: E2 Class Description Documentation

he i have an tool for this if you shoot on whatever it is it can show class model material color and more and u can set anything off and only show class and model [InfoTool v1 Download!](#) it helped me alot to get classes

Share

Page 1 of 2 1 2 Last

« Previous Thread | Next Thread »





Similar Threads

Find more than one class via findByClass(S) By MephistoFFF in forum Expression 2 Discussion & Help	Replies: 8 Last Post: 05-28-2009, 08:25 AM
E2 - Camera Class By Kiladude in forum Installation and Malfunctions Support	Replies: 2 Last Post: 03-30-2009, 10:36 PM
Class Tables Help By KillerBlonde in forum Off-Topic	Replies: 2 Last Post: 12-21-2008, 11:16 AM
atomicsparkonline.net Fast DL <gamemode/description> By atomicspark in forum Servers	Replies: 14 Last Post: 11-23-2007, 08:53 PM

Tags for this Thread

class, class list, findbyclass, findincludeclass, type()
View Tag Cloud

Bookmarks

 Digg
 del.icio.us
 StumbleUpon
 Google
Facebook

Posting Permissions

You may not post new threads
You may not post replies
You may not post attachments
You may not edit your posts

BB code is On
Smilies are On
[IMG] code is On
[VIDEO] code is On
HTML code is Off
Trackbacks are On

Pingbacks are On
Refbacks are On

Forum Rules

-- Wiremod Reborn

[Contact Us](#) [Wiremod.com](#) - Home of The Wiremod Addon [Archive](#) [Privacy Statement](#) [Top](#)

All times are GMT -7. The time now is 12:15 PM.

Powered by [vBulletin®](#) Version 4.2.1
Copyright © 2015 vBulletin Solutions, Inc. All rights reserved.
Search Engine Friendly URLs by [vBSEO](#) 3.6.1

Steam Connect feature for vBulletin - Powered by Steam