

# Wired WASD Controlled Flyer

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Required: Wire Phx

Construction:

1. Spawn a 2 x 4 metal Phx panel in the [construct] spawn list and freeze it in the air.
2. Spawn an airboat seat vehicle and easy-weld to the front of the panel.
3. Place 4 wire hover balls on the corners of the panel with the following settings: speed 3, air resistance 1, strength 10, hover mode on unchecked.
4. Place 3 wire thrusters evenly at the back set to 10000 multiplier.
5. Place 2 wire thrusters either side at the front also 10000 multiplier and 2 either side at the back.
6. Place a pod controller with advanced checked in the centre of the panel and link this to the airboat seat.
7. Wire the hover mode input of the hover balls to the Active output of the pod controller
8. Place a multiply gate, an add gate and a constant value set to -1 behind the pod controller.
9. Wire the A input of the multiply to the Ctrl output of the controller, wire the B input to the constant value.
10. Wire A of the add to the Space output of the controller, wire B to the multiply.
11. Wire all of the hover ball velocity inputs to the add gate.
12. Place another multiply gate and an add gate.
13. Wire the A input of the multiply to the S output of the controller, wire the B input to the constant value.
14. Wire A of the add to the W output of the controller, wire B to the multiply.
15. Wire the three rear thrusters to the add gate.
16. Wire the front-right and the rear-left thrusters to the A output of the controller.
17. Wire the front-left and the rear-right thrusters to the D output of the controller.
18. Believe it or not, you're done. Unfreeze the panel. Get in the seat and use the WASD keys to move and use the space and ctrl keys to rise and descend. When you get out the hover balls will turn off and the vehicle will fall to the ground to prevent it being stuck in midair.

Optional 1: Place a toggle (memory) gate and a constant value with values of 0 and 1. Wire the On value input of the toggle to the 0 value and the Off value input to the 1 value. Wire the Clk Input to the R output on the controller and then wire all of the hover balls hover mode inputs to the toggle. You can now turn the hover balls on and off by pressing R when in the seat.

Optional 2: To satisfy the destructive urge inside of you, place some wire turrets on the front of the panel with whatever settings and wire their Fire inputs to the controller's Mouse 1 output. You can now shoot by clicking when in the seat.

**Lukeus Maximus** 03:20, 7 August 2007 (GMT+1)**Lukeus Maximus** 03:20, 7 August 2007 (GMT+1)

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