

Timed explosive

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Timed Explosives

Timed explosive: Timed Explosives	
<div><div></div><div>Description:</div></div>	A small Timed bomb :)
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<div><div></div><div>Created:</div></div>	4 Febuary 2007
<div><div></div><div>Notes:</div></div>	-

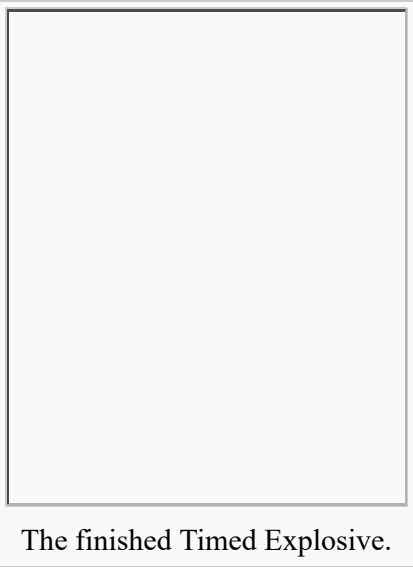
The Timed explosive is a pretty cool little contraption, who's system can be used to create a SHIPLOAD of other contraptions.

How to build:

1. Spawn an explosive barrel.
2. Spawn a timer gate.
3. Spawn a start button (set to toggle) and a stop button (not toggle) on the barrel.
4. Wire the timer "Run" to the start button, and "reset" to the stop button.
5. Spawn a greater or equal gate (in comparison gates) on the barrel.
6. Spawn a constant value of 10.
7. Wire the greater or equal gate A, the timer, B the constant value.
8. Spawn a detonator on the barrel and wire it to the greater or equal gate.
9. Finally, spawn a small screen, set to “display one value”, weld it to the barrel and wire, A the timer.

Press the start button, and the number on the screen should go up, when it gets to 10, it will detonate!

If you want to reset it, press the start button again, then the stop button.



Countdown version

This version counts down.

Credits to orb for working out the countdown system,
and steak knife for writing the beginnings of this section.

1. Spawn an explosive barrel.
2. Spawn a timer gate.
3. Spawn a start button (set to toggle) and a stop button (not toggle) on the barrel.
4. Wire the timer "Run" to the start button, and "reset" to the stop button.
5. Spawn a subtract gate (in arithmetic gates) on the barrel.
6. Spawn a constant value of 10.
7. Wire the subtract gate. **A.** The constant value of 10. **B.** The timer.
8. Spawn a "floor (round down)" gate (In arithmetic).
9. Wire It to the subtract gate.
10. Spawn a less than gate (under comparison)
11. Spawn a constant value of 0 (this is just for simplicity)
12. Wire the less than gate. **A.** the round gate. **B.** the constant value of 0.
13. Spawn a detonator on the barrel and wire it to the less than gate.
14. Finally, spawn a small screen, set to “display one value”, weld it to the barrel and wire, A the round gate.

This time, The screen will start at 10, count down, and when it reaches 0, It will explode!

This is a more fun version, because instead of 0.13546, 0.27487, 0.364786, It just says 3, 2, 1, KABooM!

It is also very fun with the wired nuke if you have it.

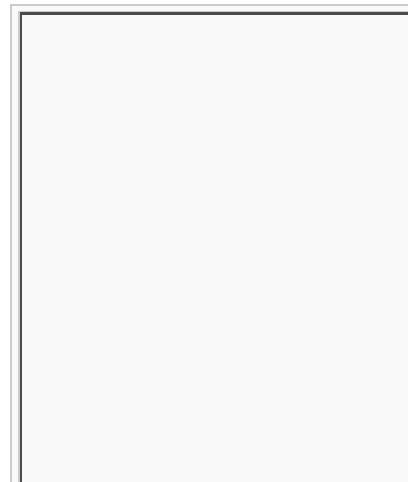
I made a version that beeps on every second counting down, then on the last second does a "Oh-no!" and then a nuke gets set off.

If you want more or less time just change the constant 10 to any other time in seconds that you wish.

Possible Improvements

- If you want to be able to control the explosive from a distance, than you can do a slightly different method. Repeat all of those steps except instead of the start button, spawn a Two-Way radio. Make a little base or something and Spawn another two way radio and a new start button. Link the two way radios together with the right click. Wire (A) the one that's on the barrel up to the comparison chip. Then wire (A) the two way radio in your base to the (new) start button.
- A simpler idea is just to make a small structure out of explosive barrels, then add the same system to it to make a bigger bomb!
- For more fun, just throw in a nuke (<http://garrysmo.org/downloads/?a=view&id=8179>) and a keypad (<http://garrysmo.org/downloads/?a=view&id=6382>) . Make others figure out the code or kiss their creations goodbye.

Yet another improvition is the failsafe version I made. Do all of the steps but instead of a stop button make a keypad and don't make a det-pack, also you must use wired explosives. Instead of linking the less than to the pack, make the wired explosives detonate (make sure you have the damage other explosives option on) detonate, now the keypad. Link it like the stop button for when password correct but wire it to an explosive and set it when password wrong so if they



An example of a larger, and criminally laggy bomb.

enter it wrong they go boom. ^^ TC Productions.

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