


Bouncing Flyer

From GMod Wiki



This page has been nominated for deletion. Deletion is due within approximately 30 days from nomination, unless the deletion has been disputed on the **talk page**. See more pages nominated for deletion [here](#).

Reason for deletion: Not what Garry wants the wiki to be used for





Last Edit was made on 11/16/2011

I am only a novice wiremod user, if anyone can think of a better way to do this, please feel free to edit this page

Contents

- 1 Bouncing Flyer
- 2 You will need
- 3 Basic Construction
- 4 Wiring
- 5 Controls
- 6 Possible Improvements

Bouncing Flyer

Bouncing Flyer: Bouncing Flyer	
	Description: A bouncing flying machine
	Original Author: Fuzzyheart
	Created: 27 October 2009
	Notes: -

This is based on the [Automatic Bouncer](#) by Nophysicalbody

You will need

- 1 2x2 PHX plate or similar flat prop
- 1 Airboat Seat
- 1 Ranger

- 1 Constant Value
- 1 Less Than Gate
- 1 Relay
- 1 Adv. Pod Controller
- 12 Wire Thrusters

Basic Construction

1. Spawn the plate and weld the airboat seat in the middle
2. Attach 4 thrusters to bottom of the plate in the corners (multiplier 1000)
3. Attach 2 thrusters at each end of every side, set the rear ones to 500, and all the others to 250
4. Attach the Ranger in the middle of the bottom
5. Attach the relay and the less than gate somewhere on the bottom side
6. Attach the constant value somewhere on the bottom (set value 1 to around 500)
6. Attach the Adv. pod controller somewhere on the plate and link it to the seat (right click on the controller, then on the seat)

Wiring

you have to use the adv. wiring tool to make this work

This is always where people get confused, i'll try to keep this as simple as possible

1. Wire the A input of the less than gate to the ranger's output
2. Wire the B input of the less than gate to the constant value

from now on I'll use the format (input > output)

3. 1A (Relay) > Less than gate
4. All 4 bottom thrusters > Relay
5. Switch (Relay) > Space (Adv. Pod Controller)
6. Rear Thrusters > W (Adv. Pod Controller)
7. Front Thrusters > S (Adv. Pod Controller)
8. Top left thruster > D (Adv. Pod Controller)
9. Bottom right thruster > D (Adv. Pod Controller)
10. Top right thruster > A (Adv. Pod Controller)
11. Bottom left thruster > A (Adv. Pod Controller)

Controls

Yay! you're done, if you've done this properly the controls should be:

Space (hold) = Fly, W = Fly Forwards, S = Break/Reverse, A = Turn left, D = Turn right

Possible Improvements

- 1. Attach a screen to the ranger to create an altimeter
- 2. Add a speedometer (refer to [Working Speedometer!](#))
- 3. Add prop-spawned bombs or turrets
- 4. Make the fly button toggle somehow

Retrieved from "http://wiki.garrysmod.com/?title=Bouncing_Flyer"
Categories: [Proposed For Deletion](#) | [Wire Addon Tutorials](#) | [Easy Wire Addon Tutorials](#)

- This page was last modified on 16 November 2011, at 12:02.
- This page has been accessed 5,824 times.
- [Privacy policy](#)
- [About GMod Wiki](#)
- [Disclaimers](#)