


# Keep Upright Pad With Thrusters

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

*Last Edit was made on 11/16/2011*

## Keep Upright Hover Pad With Thrusters

Keep Upright Pad With Thrusters: Keep Upright Hover Pad With Thrusters	
	<b>Description:</b> This beginners tutorial shows you how to make a primitive hover pad using thrusters rather than hover balls.
	<b>Original Author:</b> <a href="#">Gilly_54</a>
	<b>Created:</b> 1 February 2007
	<b>Notes:</b> -

1. Spawn any square prop, preferably from PhoeniX's Premium Model Pack for Garry's Mod 10 (<http://forums.facepunchstudios.com/showthread.php?t=274887>) , and freeze it
2. Attach four **Wired Thrusters** to the bottom of the prop on each corner with a force of 150
3. Attach a **Wired Ranger** to the bottom of the prop in the center with the range to 1500 (default)
4. Attach a **Wired Value** with a value of 75-150 on the bottom
5. Attach a **Less Than** gate from the Logic-Comparison gates
6. Using the **Wiring Tool**, wire up the components like so:

*First Click-->Second Click*

Less Than-->Value

Less Than-->Ranger

Thruster-->Less Than

Thruster-->Less Than

Thruster-->Less Than

Thruster-->Less Than

7. To make the prop stable, use the **Keep Upright** tool on the prop

8. Release the prop and watch it automatically adjust itself to stay at a set distance above the ground, if you want to increase this distance, just increase the value of the Wire Value to whatever you want.

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