Chaser Platform

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Chaser Platform: Chaser-Platform	
📄 **Description:**	A vehicle that is very stable and simple enough for a beginner to build (at least I think so).
👤 **Original Author:**	WiRED
🖼️ **Created:**	15 May 2007
📄 **Notes:**	-

Construction

- First, spawn the prop called **metal_plate2x4**. It's in the PhoeniX&Storm's Premium Models [Construct]. I suppose you already have this model pack.

Spawn the platform.jpg

- Add four wheels (wirable) on each corner of the platform. Input value to go **forward** should be **1**, value for **no acceleration** should be **0**, and input value to go **in reverse** should be **-1**. I also recommend setting the torque to **6000**.

Add Wheels.jpg

- Place 6 indicators on the platform, as shown in the picture. I usually set **color A** to **red** and **color B** to **green** or the opposite.

Add Indicators.jpg

- Place a target finder as shown in the picture. I recommend setting the **maximum** range to **2000**. Check 'Target Players', 'NPCs' or whatever, according to you want it to chase. I usually tick those two along with 'Paint target' so I know what it's targeting at.

Place TFinder.jpg

- Place two beacon sensors ('output distance' should be the **only one** ticked).

Bsensors.jpg

- Spawn two 'Comparison Gates - Less than'. The first one should be on the **left** side and the other one should be on the **right** side. See the picture.

Add Gates.jpg

- Spawn an 'Arithmetic Gate - Add' and place it in the middle of the two abovementioned gates.

AddADDGate.jpg

- Finally, place two wirable thrusters next to the front wheels. **Force multiplier** should be **4000**.

Add Thrusters.jpg

Wiring

Wire the wirable props as shown:

- **Left-click** on the first beacon sensor, then **left-click** on the Target finder.
- Repeat with the other beacon sensor.

Wire sensors to tfinder.jpg

- **Left-click** on the **left** 'Less than' gate (should be A), then **left-click** on the **left** beacon sensor. **Right-click** on the same 'Less than' gate (should be B now), **left-click** on it, then **left-click** on the right beacon sensor. See the picture:

Wire leftgate to bsensors.jpg

- Do the opposite for the **right** 'Less than' gate: **left-click** on the **right** 'Less than' gate (should be A), then **left-click** on the **right** beacon sensor. **Right-click** on the same 'Less than' gate (should be B now), **left-click** on it, then **left-click** on the **left** beacon sensor. See the picture:

Wire rightgate to bsensors.jpg

- **Left-click** on the 'Add' gate (should be **A**). Next, **left-click** on the **left** 'Less than' gate. '**Right** click on the 'Add' gate (now it should be **B**). **Left-click** on the 'Add' gate and then **left-click** on the **right** 'Less than' gate.

Wire addgate to lessthangates.jpg

- Left-click on the top-**left** indicator and **left-click** again on the **left** 'Less than' gate.

Repeat for the other 2 **left** indicators. Wire leftindicators.jpg

- Do the opposite for the **right** indicators: they should be wired to the **right** 'Less than' gate. Your chaser-platform should look like this now:

Wire rightindicators.jpg

If you have 'Target Players' checked and 'Don't target owner' unchecked, try to move left and right. If you go left, the left indicators should change color. If you go right the the right ones should change color. Now let's wire the thrusters and the wheels.

- **Left-click** on the **left** thruster, then **left-click** on the right 'Less than' gate.
- Do the opposite for the **right** thruster: **left-click** on it and then **left-click** on the **left** 'Less than' gate. Everything should look like this:

Wire Thrusters.jpg

- **Left-click** on one of the 4 wheels and then **left-click** on the 'Add' gate.
- Repeat the process with the other 3 wheels.

Congratulations! You just constructed the chaser-platform. It should look like this: Wire Wheels.jpg Unfreeze it and let it chase something! You can try spawning an NPC (provided that you have 'Target NPCs' checked, that was in the Target Finder menu).

Notes

- If the vehicle doesn't move correctly or doesn't move at all, make sure all of your wheels

are set to go towards the same direction. Do that by pressing e on the wheels.

- You can add many things to this vehicle, for example a camera on top or turrets...
- I didn't design this. I saw it on a video on Youtube, and when I figured out how to build it I thought I would post the instructions here. Note that this vehicle may not behave the same, as the original designer may have used a different way to get the desired result.
- This tutorial was brought to you by WiRED, pm me if you have any questions

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Possible changes

- I have personally made this, and I find it can be a bit unstable, flipping over if the turn is too tight, so I changed the wheels to hoverballs and thrusters, it works just as well using this system.

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