Axolotl's Bus That Couldn't Slow Down

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A vehicle which will trigger an explosion, killing the driver, when its speed drops below a specified value.

This is rather simple to make, I put it in Intermediate because that's where the Working Speedometer! page was placed, and this uses a speedo as part of its construction.

First, choose your vehicle. If you're going for authenticity, you'll use a bus, however if you want something that's actually fun to drive, a buggy (jeep) is a much better bet. Spawn the vehicle, then lift it up high enough that you can work on the bottom of it, and freeze it. On the bottom of the vehicle, spawn:

- A speedometer (make sure that neither the Split Output nor the Angular Velocity box is checked)
- An Arithmetic: Round gate (optional, use if you want your speed displayed as a whole number)

If you want to measure your speed in kilometers per hour, add a constant value of 1.609, and an Arithmetic: Multiply gate. Wire one of the inputs of the Multiply gate to the Speedometer output. After clicking the speedometer for the first time, right-click to set the output to MPH, as opposed to the default units (note: I'm not sure whether this is possible with older versions of Wiremod. If you don't have this option, use the constants from the Working Speedometer! page to convert to MPH or KPH), then left-click again to confirm. Wire the other input of the Multiply gate to the constant value. Then wire the input of the Round gate to the output of the Multiply gate.

If using MPH, wire the input of the Round gate to the speedometer. After clicking the speedometer for the first time, right-click to set the output to MPH, as opposed to the default units (note: I'm not sure whether this is possible with older versions of Wiremod. If you don't have this option, use the constants from the Working Speedometer! page to convert to MPH or KPH), then left-click again to confirm.

Lower the car, and create a Screen (check the 'Only one value' box, and type either Km/H or MPH in the 'Text A' field) in a position such that you can read it whilst driving the vehicle. Wire the input of the screen into the output of the Round gate.

Now take your vehicle for a test drive to determine a) whether your speedo works, and b) the speed at which you want to set the explosion cutoff.

Next, spawn a Simple Explosive (check the 'Do blast damage' and 'Weld' boxes, uncheck the rest), and attach it to your vehicle, near the driver. Choose your model (I use the Heli Bomb), and set the blast radius to a value of around 100 if you want the explosion to kill only the driver, more if you want to cause more widespread destruction. The damage can be set to whatever you want, but make sure it is equal to or greater than 100 unless you want the driver to survive the explosion. Make sure that 'remove on explosion' (can't remember the exact wording) is unchecked.

Raise the vehicle again, and attach to the underside:

- A Comparison: Greater Than gate
- A constant value of whatever you want the explosion cutoff to be, in whichever units (MPH or KPH) you are using. I find that 60 Km/H works nicely with the buggy

Wire the A input of the Greater Than gate to the constant value, and the B input of the Greater Than gate to the output of the Round gate you placed earlier.

Finally, wire the explosive to the output of the Greater than gate. The bomb should explode once as you wire it up, following which you will have to get the vehicle above the designated speed in order to 'prime' the bomb again, ready to explode when the speed drops back below that value.

Time to hop in for a (hopefully deadly) test drive!

Potential improvement:

Some sort of counter which will explode you if you take longer than a specified amount of time (after entering the vehicle) to reach the designated speed. I'll have a go at this sometime, but I've only had Gmod for a couple of days and will need to learn how to use a few more Wire objects in order to do so.

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