Real-Life Self-Destruct System

From GMod Wiki

> ⚠️ **This page needs to be edited as it contains information that is unclear or incorrect.** Improvement can be discussed on the **talk page**. Find more pages that need work here.
> **Details:** *None given.*

Contents

Self-Destruct System

Real-Life Self-Destruct System: Self-Destruct System	
📄 **Description:**	A Very Little Complex Self-Destruct.
👤 **Original Author:**	DEADORALIVE
🖼️ **Created:**	4/23/2009
📄 **Notes:**	You need Wire Latest

Welcome

This is a Tutorial For Self-Destruct Systems which has Hours,Minutes and Seconds Like in the Picture

A Little Advice
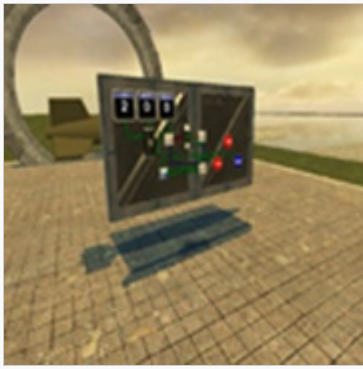
The Finished Product will Look like this

Before taking the Steps,

Let's list the things we need:

Requirements

- 3 Wire Screen's with the Text : Hours,Minutes,Seconds.
- Timer Chip
- Round Chip
- Equal Gate
- Constant Value (1 Value only)
- Subtract Chip
- 3 Buttons

- Time/Date Decoder

Let's Begin

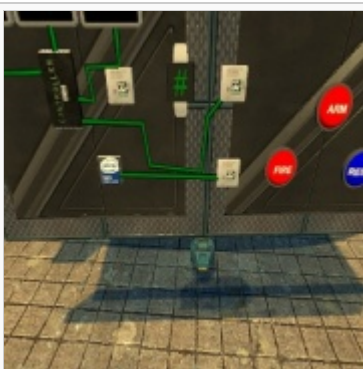For A Little Modification , Go to The End of the Tutorial!

1. Spawn 3 Wire Screen with the Names : Hours, Minutes , Seconds with the following options:

- Only One Value
- Bigger Font

2.Spawn a Timer Chip.

3.Spawn an Equal Comparison Gate

4.Spawn a Time Date Decoder

The Current Setup

5.Spawn a Round Chip.

6.Spawn a Subtract Chip.

7.Spawn a Constant Value

```
*This Value Represents The Time
*I Recommend 7200 , It Stands For Two Hours
*To get Seconds from Hours,1 Hour = 60 Minutes = 3600 Seconds eg.
                2 Hours=120 Minutes=7200 Seconds
```

8.Spawn 3 Buttons.

```
*Button 3 : Toggle
*Button 2 : Toggle
*Button 1 : Untoggled
```

9.Spawn a Nuclear Bomb from any Nuke Packs or A Wired Nuke.

Wiring Section

1. Wire the Screens Inputs To the Respective Slots on the Time/Date Decoder.

   - Hours To Hours
   - Minutes to Minutes
   - Seconds to Seconds

2. Wire the Time Input of the Time Date Decoder to The Subtract Chip.

3. Wire the A of the Subtract Chip to The Constant Value.

4. Wire the B of The Subtract Chip to the Round Chip.

5. Wire the A Of the Equal Comparison Gate to The Round Chip.

6. Wire the B Of the Equal Comparison Gate to The Constant Value.

7. Wire A Of the Round Chip to the Timer.

8. Wire Detonate of the Nuclear Bomb to the Subtract Chip or Equal Comparison Gate.

9. Wire Arm of The Nuclear Bomb to The Second Toggled Button.

10. Wire Run of the Timer to the First Toggled Button.

11. Wire Reset of the Timer to the Untoggled Button.

Testing It

To Test if it Works, Try to Use the Run Button, If the Screen Decreases and Explode on 0 Then you Wired it Correctly.

The Finished Product

The Finished Product

Now you made it! Go and Kill your Friends.

Modifications

- Try using the Counter Expression Two Example found on the Wiki as the Constant Value.

  It can let you Add or Subtract Seconds.

- Use Plugs for the Detonate and Arm for a Defuse System.
- Put Alarm when its on.
- For the Naquahdah Bomb from the Stargate SVN , Put another constant value with the detonation code on it and the number 4 , eg. 67812 (No Strings) then put a multiply gate , less than comparison gate , Naquahdah Bomb with 4 Seconds fuse . Now wire the Detonation Code of the Bomb to the Multiply Gate, Next is wire the multiply gate's A to the constant value. Wire the Less Than Gate's A to the Subtract Chip and B to the Constant Value 4. Wire the Multiply Gates B to the Less Than Gate

Thank you for Reading

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Category: Needs Work

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