Wired pet

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Wire: Wired Pet	
📄 **Description:**	A pet that follows you!
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🖼 **Created:**	3. April 2010

A pet that follows you!

Spawn a wooden crate. You may, if you want to, give him a name. I call him bob :D
Now, put four wheels on your crate (Bob), I recommend small wheels.

The other parts:

We will do the wireing after we have out on these parts!

Spawn a Wired Target Finder at the front and put your steam name in the name filter. I recommand range over 500.

Spawn two Wired Beacon Sensors, one on the right side of the target finder and one on the left, set it to output distance ONLY.

Spawn two Greater then gates (in Wired Gate/Comparison) one on each side.

Spawn a thruster at the back, set multiply to 100. Spawn two thrusters at the left side and two at the right side, set multiply to 175.
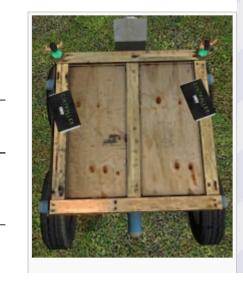
It should look like the picture to the right:

The wireing

Step 1. Wire the beacon sensors: Left side beacon sensor: **Target** --> **Target finder** Do this with the right one too!

Step 2. Wire the back thruster: **A** --> **Target Finder**

Step 3. Wire the greater then gates: The left side greater then gate: **A** --> The left side **beacon sensor**. **B** --> The right side **beacon sensor**. Invert that for the right side greater then gate. (A right, B left)

Step 4. Wire the thrusters: Wire the left side thruster that is closest to the target finder: **A** --> The left side **greater then**

gate. invert that with the other thruster at the same side (A to the right side "greater then gate")

Step 5. The other side: Wire the right side thruster that is closest to the target finder: **A** --> The right side **greater then gate**. Invert that with the other thruster at the same side. (A to the left side "greater then gate")

Bob is finished!

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- This page was last modified on 25 December 2010, at 15:07.
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