

Simple Disco Ball

From GMod Wiki

Contents

- [1 The Disco Ball](#)
 - [1.1 Building](#)
- [2 Extra](#)

The Disco Ball

This tutorial will show you how to make a disco ball.

Building

You will need:

- Wire
- PHX

Making

1. Start by spawning a *PHX Ball* from the *Useful and Explosive Props*

[DiscoBallStart.jpg](#)

2. Attach 8 different coloured lamps to it.

[DiscoBallLamps.jpg](#)

3. Take the ball to a dark room. The gm_construct dark room is good.

4. Attach a Wire *Wheel* to the roof and place the ball underneath it.

5. Attach a rope connecting the balls top and the wheels bottom. Move the ball so the rope is straight.

6. Weld the ball to the *Wheel* a few times.

[DiscoBallBase.jpg](#)

7. Add 2 *Buttons*.

8. Buttons values: Value On: 1, Value Off: 0, Another button: toggle, another non-toggle.

[DiscoBallButtons.jpg](#)

9. Attach some *SoundEmitter's* to the corners of the room and some to the roof. Any sound will be okay.

[DiscoBallSound.jpg](#)

Wiring

- 1. Wire each lamp *On* to the TOGGLE button.
- 2. Wire the *Wheel Go* to the TOGGLE button.
- 3. Wire each *SoundEmitter Toggle* to the NON-TOGGLE button.

[DiscoBallWire.jpg](#)

You are finished!

Extra

- [Introduction to Plugs](#)

That tutorial will help you on using plugs.

When you know how they work, you can modify this to use plugs to work.

I might make a tutorial on how to make one.

--Funley--

Retrieved from "http://wiki.garrysmo.../?title=Simple_Disco_Ball"

- This page was last modified on 7 June 2010, at 15:07.
- This page has been accessed 4,170 times.

- [Privacy policy](#)
- [About GMod Wiki](#)
- [Disclaimers](#)