

Automatic Turrets

From GMod Wiki



This page has been nominated for deletion. Deletion is due within approximately 30 days from nomination, unless the deletion has been disputed on the [talk page](#). See more pages nominated for deletion [here](#).

Reason for deletion: Not what Garry wants the wiki to be used for
Last Edit was made on 11/16/2011

Contents

- [1 READ THIS FIRST!!!](#)
- [2 Example Automatic Trip Turret](#)
- [3 Simpler Automatic Trip Turret](#)
- [4 Automatic turret](#)
- [5 Automatic Firing Upgrade For Turrets](#)
- [6 People Tracking turret](#)
- [7 Auto shooter](#)
- [8 Popup Turret](#)
- [9 Complete, nice looking automatic turret](#)
- [10 Advanced Turret](#)
- [11 Original articles](#)

READ THIS FIRST!!!

This is a **COLLECTIVE** article.

I have put all the Automatic turrets, auto shooters etc. in the one article to unclutter the "Wire-Tutorial" list.

I edited these articles quite a bit, because they make didn't make sense, Wrong Component names, Appalling Spelling etc.

Hopefully these articles are understandable now.





Also, I don't want to upset the original authors, so I'm very sorry if I've offended you in any way.

I take **No credit whatsoever** for these tutorials.

Anyway, enjoy these articles, and remember: "Forward, In the name of Wire mod!".

Example Automatic Trip Turret

Automatic Turrets: Example Automatic Trip Turret

	Description:	A simple automatic Trip Turret.
	Original Author:	Nophysicalbody
	Created:	10 April 2007
	Notes:	-

This is a very simple turret that Fires when someone crosses the trip line.

Building it:

1. Spawn a turret, with desired options, facing where ever you want it to shoot.
2. Spawn a ranger, (**make sure you have it default to zero**),facing the area you want to protect.
3. Spawn a constant value of 0. (I'm doing this for the sake of simplicity)
4. spawn a greater than gate, and wire **A.** the ranger, **B.** the constant value of zero.
5. Wire the turret (Fire) to the greater than gate.





As you cross the ranger's line, it fires the turret! Amazing!

This is how it works, knowing this will help you learn more about wire mod. When you cross the ranger line, the ranger's output to the "greater than" gate becomes greater than the constant value of 0. So then the greater than gate gives an output of 1, and because the turret is connected to the greater than gate, It fires.

Hope this helps-

Simpler Automatic Trip Turret

Automatic Turrets: Simpler Automatic Trip Turret





	Description:	A simpler automatic Trip Turret.
	Original Author:	-- Adam.gamedev 12:52, 1 June 2010 (UTC) date = 12 April 2010
	Created:	Unknown
	Notes:	-

1. Spawn a Wire Turret on a wall with whatever features you want
2. Spawn a Ranger on the other side of the wall
3. Spawn a Gate - Comparison next to the Ranger and set it to Greater Than
4. Wire the Turret to the Ranger
5. Wire the Ranger to the Gate - Comparison

I worked this out when I tried the above Tutorial. I forgot what to do and did this.

Automatic turret

Automatic Turrets: Automatic turret





	Description:	A simple, easy to build automatic Turret.
	Original Author:	Ace13
	Created:	27 January 2007
	Notes:	-

Building it:

1. Spawn: 1 Dumpster lid, 1 Sawblade, 1 Locker door and a medium sized FLAT object.
2. Axis the sawblade to the dumpster lid with the sawblade in the very middle.
3. Easy-weld the locker door onto the edge of the sawblade, facing upwards and not touching the dumpster lid.
4. Axis the medium sized FLAT object to the top of the locker door.
5. Set each prop's weight to 1.
6. Put 2 Beacon Sensors on the top and bottom of the front of the medium sized FLAT object.
7. Put another 2 Beacon sensors on the left and right side of the front of the medium sized FLAT object.
8. Add a Target finder with the desired options to it.
9. Link the beacon sensors to the target finder. (With the right click)
10. Add 4 Less Than gates to it.
11. Wire the Less Than gates to the Beacon sensors. A: Left beacon sensor. B: Right Beacon sensor.
12. Add 2 thrusters on the opposite sides of the locker door. (The original article doesn't state what multiplier, but I'd say about 50-200)
13. Add 2 thrusters on the top and bottom of the **back** of the medium sized FLAT object.
14. Wire the thrusters to the less than gates opposite each other- So Top Thruster -> Bottom less than gate, and Vice Versa.
15. Add a turret (or launcher to the middle of the medium sized FLAT object and use that key to fire (you can build some advanced thing that will fire it automatically but this is just the beginners guide)
16. Have fun with your autotracking turret!

Automatic Firing Upgrade For Turrets

Automatic Turrets: Automatic Firing Upgrade For Turrets

	Description:	An upgrade for the "Automatic turret" that makes it only fire when It has to.
	Original Author:	Qwerty091
	Created:	5 February 2007
	Notes:	-

To do this you first need to make an autotracking turret, use the guide located in the previous article.

Okay, I'm assuming you have made the turret listed above and understand how it works.

Building it

You will need: 2 constant values, 2 less than comparison gates, 2 outputs and a beacon sensor.

1. Attach the Beacon sensor on the front face of the turret (the side that points towards you when it aims), Place it in the center.
2. Link it to the target finder (with right click) that is already on your turret.
3. Place the two less than comparison gates anywhere on the turret, I personally put them on the reverse side of the firing face because there was enough room there.
4. Add the two output beside the comparison gates, make sure that the keypad button they are wired to is also that of your turrets.
5. Place the two constant values, make one of them whatever you want. (I use 2000, its a nice range). Then make the other just 1 more, (so for me 2001).
6. wire them together like this:

Gate 1 input A -> Beacon sensor

Gate 1 input B -> value 2000

Output 1 -> Gate 1

Gate 2 input A -> value 2001

Gate 2 input B -> Beacon sensor





Output 2 -> Gate 2

Tips

- You might want to separate the two sets of components into two rows maybe, it makes it easier to determine what is connecting to what.
- Now that you have these working your turret should automaticly fire when anybody gets within 2000 units of it. Then they will stop firing when somebody leaves this area. Have fun with your auto tracking, auto firing turret!
- If you are having trouble with this, like the turrets turn off when you go into range and on when you go out of range, just hit the turrets numpad key so that they are flipped to the right setting.

[Qwerty091](#) 04:55, 5 February 2007 (GMT Standard Time)

People Tracking turret

Automatic Turrets: People Tracking turret	
 Description:	A turret that is always facing the nearest player.
 Original Author:	(Hed) PlanetEarth
 Created:	3rd March 2007
 Notes:	-

(EDIT: I removed the pictures because it was cluttering up *THIS* page- If you want to see them visit the original article Here. (http://www.garrysmo.com/wiki/?title=People_Tracking_Turret)

First you start with a base, here I have chosen a blue barrel.

Then you affix a Wire Wheel on top of the barrel.(Torque 7000, Drag 20)

Then Put a Beacon Sensor on the wheel like so: (You must have the X,Y,Z, box selected as well)

Then put a sign gate on the top or side of the wheel. (This is found under arithmetic)

Then add a target finder, with the settings of your choice.

Now, its time to wire it. First wire the Sign gate to the beacon sensor X port, then wire the Wheel to the Sign gate.





And finally, Link the beacon sensor to the Target finder with the Right click.

You should be all set now, you can put lasers,turrets,rangers, and much much more on this, and it with auto track to the nearest player, NPC, or locator.

(Hed) PlanetEarth

Auto shooter

Automatic Turrets: Auto shooter

-  **Description:** An ungodly simple automatic turret.
-  **Original Author:** [GmanInTheTub](#)
-  **Created:** 2nd March 2007
-  **Notes:** -

This article will teach you how to make a auto shooter for GMod 10.

1. Spawn ANY flat prop. (I recommend a Phx metal plate)
1. Freeze the prop on the ground.
1. Spawn an "Equal To" gate. Put this on top of your Prop.
1. Spawn a Ranger on top, facing up, set range to 1000.
1. Spawn a Constant Value of 1000.

Spawn a Numpad OutPut, set to 8.

Then spawn a Turret (normal) set to 8.

Then Get your wire tool, wire on B from the Equals Gate to the Constant value.

Wire the Numpad Output to the Equals gate.

Then wire the Numpad Output to the Equals gate, THIS DIRECTION ONLY.




Last, wire from the gate (A) to the Ranger.

Walk through the ranger's beam, it should fire the turret.

Message me in GMWiki if you have any problems Name: GManInTheTub

Popup Turret

Automatic Turrets: Popup Turret

-  **Description:** An automatic turret that slowly sinks into the ground when not being used.
-  **Original Author:** [Sigmaris](#)
-  **Created:** 16th March 2007

Notes:

-

First create a filing cabinet (the tall green one). Apply the Keep Upright constraint to it, and an Advanced Ball socket constraint vs. the ground, with NoCollide on and the Min and Max Z rotation set to approx -1 and 1, and movement unrestricted. This is so the filing cabinet cannot spin around on its longest axis but can move through the map.

Place a Target Finder on it, and a Beacon Sensor on it with separate X,Y,Z outputs, about 1/3 of the distance from the ground. Link them together. Apply an Advanced Ballsocket constraint vs. the ground to the Target Finder as well, but without any constraints on movement or rotation, only set the NoCollide option so neither the filing cabinet nor the target finder collide with the ground.

Place a hoverball in the center on top of the filing cabinet with these settings: Speed 1, Strength 1, air resistance 10

Create Sign and Negate gates and wire up the hoverball's ZVelocity input, through these gates, to the Beacon Sensor's Y output. Also connect the hoverball's HoverMode switch input to the output of the target finder so the hoverball only activates when a target is found.

Now the filing cabinet should rise and lower to match the height of the target.

Now, step 2: create a wheel (car wheel) on top of the hoverball, in the center. Use torque=4000~5000 and friction 20. Create a beacon sensor on the outside rim of the wheel. Link it to the previously created target finder. Create a Sign gate on top of the wheel, and wire the wheel's input, through this gate, to the X output of the beacon sensor (this is similar to the procedure in [People_Tracking_Turret](#))

The wheel should now turn so the beacon sensor always faces the target. Now you can place a turret on the wheel and link its fire input to the output of the target finder, so it fires when the target is acquired.

The turret, when not tracking a target, should sink into the ground so only the wheel on top is visible (as the cabinet and target finder do not collide with the map). When a target is found the turret will rise out of the ground and fire at them :)

Experiment with the vertical placement of the height Beacon Sensor on the cabinet to get the turret to fire at the right height to hit stuff.

Complete, nice looking automatic turret

Automatic Turrets: Complete, nice looking automatic turret

- Description:

A complete, nice looking automatic turret.
- Original Author:

[overv161](#)
- Created:

27 June 2007
- Notes:

-

This turret may look a bit hard to create but actually it's very easy and you can have a lot of fun when it's done!

Sorry, no text how to create it.... I've got a video though! You can watch it here: <http://www.youtube.com/watch?v=K2EIW86OEUM>





This is how it works, knowing this will help you learn more about wire mod. When the target finder finds a target (a NPC for example) the position and distance of the target become available to the Beacon Sensor. The Beacon Sensor calculates the difference between the X, Y, Z of the turret and the target.

The Sign thing translates this into 1 (higher) or -1 (lower) so the wheel tool knows in which direction it has to rotate.

Hope this helps-

Advanced Turret

Automatic Turrets: Advanced Turret

	Description:	A turret that can shoot NPCs and players wherever they might be.
	Original Author:	mr g
	Created:	huh?
	Notes:	-

This contraption is VERY simple. First, build the people tracking turret but do not put any weapon on the turret. Just make sure it tracks your target. You can calibrate it by spawning a Kleiner NPC or something. So, spawn a NPC and see what part of the wheel is pointing at it. Then put another wheel vertically on the left side of the part of the wheel that is facing the NPC. Then make THAT wheel a turret just like the first one, and it should point at the NPC too. NOW put a gun on the vertical wheel so that the gun is facing the NPC. Lastly, wire the turret to the target finder and it should fire on the NPC and kill it.

NOTES:

1. This turret will fire on NPC's even if they are above the turret (like manhacks and scanners)
2. Don't sue me if the turret kills YOU while aiming at an NPC behind you.
3. Your turret's gun MUST have some bullet spread or it will miss it's target.
4. You can save it in advanced duplicator and it will work perfectly when loaded and spawned. :D

Original articles

These are the original articles.

[Automatic Turret](#)

[Automatic Firing Upgrade For Turrets](#)

[People Tracking Turret](#)

[Auto Shooter...Simple](#)

Popup Turret

The last article was directly submitted to this page.

Retrieved from "http://wiki.garrysmod.com/?title=Automatic_Turrets"

Categories: [Proposed For Deletion](#) | [Wire Addon Tutorials](#) | [Easy Wire Addon Tutorials](#)

- This page was last modified on 16 November 2011, at 11:22.
- This page has been accessed 57,222 times.

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