

# Simple Holographic

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## Holo Radar

1. Spawn:

```
Holo Emitter.  
Target Finder  
Beacon Sensor  
Button (toggle on)
```

Holo Emitter Settings:

Line on

Target Finder:

```
Min range 1  
Max range 999999  
Targets at time 1  
And rest as you want
```

Beacon sensor:

Everything on

2. Wire:

```
Beacon sensor (Target) -> Target finder  
And Holo (X) -> Beacon sensor Y < ----- THIS IS IMPORTANT  
And Holo (Y) -> Beacon sensor X  
And Holo (Z) -> Beacon sensor Z
```

Then Holo (active) -> Button

And that's it. press button and spawn item/npc (see setting that you set in Target Finder) and holo hologram should follow it.

## Simple holo show

1. Spawn:

```
Holo Emitter  
Const. value  
3X Random chip (found in atrimetic chips)  
Button (toggle on)
```

Holoemitter:

as you want

Const. value:

2 values  
value 1=1  
value 2=1000

2.Wire:

Random chips (A) -> const.value (1) AND chips (B) -> const.value (2)  
Holo emitter X.Y and Z to chips. like holos X -> first chip ext.  
Holo emitter (active) -> button

and thats it

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