Keypad Turret

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Hi, This tutorial will show you how to make a turret that uses the wire keypad.

What you will need.

- (1) Wire Keypad.
- (1) PHX 1x1 Plate.
- (1) Wire Turret.
- (2) Balloon Maker's "Under Entitys"

First Make your plate, after you have finished that spawn your keypad, then your turret under the keypad, and your two balloon maker's.

Now wire everything up like this.

- Wire Turret(Fire) -> Wire Keypad output(Invalid).
- Both Balloon maker's -> Wire Keypad output(Valid).

And your done, basically what this does is it say if the code you entered is right than make balloons , or it changes the value of valid to 1, but if the code is wrong than the code is invalid, and it puts the value of 1 to invalid.

That is all.

All credit goes to the cake is a lie.:D

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