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# TutorialGettingStarted:basics

From Wiremod Wiki

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## Introduction

Welcome to Wiremod! This Getting Started tutorial series will help you to get started with Wiremod. By the end of the tutorial, you should have a firm grasp of the very basics of wiremod, after which you should be able to explore the virtually endless possibilities of the mod on your own.

The main purpose of Wiremod is to add mathematics, logic components, and other interfaces, to Garry's Mod. To name a few possible uses for this:

- Multiple-floor elevators
- Automatic turrets
- Robots
- Lockable doors

Wiremod isn't called Wiremod without reason. The mod is based around sending data between entities through wires.

## What are Wires

- Wires in Wiremod aren't physical. They're visual representations of the connections between entities. They can't break.
- Information travels instantaneously through wires. In other words, it won't take more time to send if the distance between the entities is larger.
- Wires are always one-directional, meaning information can't travel both ways in a wire (with the exception of hi-speed devices, but these are advanced and won't be brought up in this tutorial series).

Most entities have a set of inputs and a set of outputs. Information flows into to the entity via inputs, and out of the entity via outputs. It flows from one entity's output into another entity's input.

## Wiring Tools

To connect two entities with a wire, you must use a wiring tool. There are two such tools included with Wiremod: The Wire tool and the Wire Advanced tool.

Their basic use is simple: Aim at an entity to see its inputs. Select the input you want to use, and then left click to start wiring. You can now right click a surface to change the path of the wire. This is useful to prevent your wires from becoming tangled and messy. Next, aim at another entity to see its outputs. Select the output you want to wire to and left click to complete the wiring.

## Gates

The oldest and simplest interfaces in Wiremod are the gates. These are small entities which each perform a single task. When used together, they can complete complex tasks.

## Expression 2

One of the latest large additions to Wiremod is the Expression 2 gate. This is probably the most famous entity in all of Garry's mod, and is very widely used. It allows you to code in a made-up programming language inside of Garry's mod, to do anything you can imagine.

## GPU & CPU

The GPU & CPU entities similar to Expression 2. They emulate more realistic processors and use a language called HL-ASM.

## Other Entities

There are of course many other entities in wiremod, such as the turret, thruster, light, sound emitter, screen, GPS, holo-emitter, Adv Pod Controller, etc. See tools to learn more.

## See Also

- Tools
- Gates
- Expression 2

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