Automatic Bouncer

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Reason for deletion: Not what Garry wants the wiki to be used for

Last Edit was made on 11/16/2011

Automatic Bouncer

Automatic Bouncer: Automatic Bouncer

Description: A vending machine that never touches the ground!

Original Author:

Nophysicalbody

Created: 20 March 2007

Notes: -

The Automatic Bouncer is a very simple little toy made with the wire mod. It consists of a vending machine with four wire thrusters on each side, with four rangers on top of the thrusters linked to their corresponding thrusters.

- 1. Spawn a vending machine (or any other cube-like prop).
- 2. Freeze it a reasonable distance up in the air, so it doesn't take off while you're building it.
- 3. Choose a side of the vending machine and spawn 4 thrusters in each corner. (1500 Multiplier)
- 4. Then spawn a ranger on top of all four of the thrusters. Set the range to about 200. Make sure you have it on detect world.
- 5. Finally, wire each ranger to the thruster it's sitting on.
- 6. Now repeat these three steps on the other 5 sides.

It works because when the ranger sees something, it immediately fires it's thruster, so you have a vending machine that bounces of it's own accord all around the map. I find that it works pretty well in Gm_construct because it bounces off all the background buildings.

Possible improvements:

- You could have a spherical version which would be alot more accurate, although it might be a bit complicated.
- You could mess around with the ranger's "range" and the power of the thrusters to get different results.
- Added by pantera101: From the PHX pack you could use window_dome360.mdl (2 of them) and from the cars pack, the airboat seat (welded in the middle) to make a "ride" out of it.

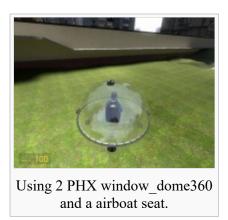
Try playing with it in different maps, you may get an odd surprise!

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Automatic Bouncer - GMod Wiki https://maurits.tv/data/garrysmod/wiki/wiki.garrysmod.com/index1a3a.html







Video

Baked's Video Tutorial (https://www.youtube.com/watch?v=UaeQtRPgH-U)

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