





Wired explosive

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Wired explosive

Wired explosive: Wired explosive	
 Description:	Learn how to create wired explosives. This tutorial may not work and will be tested by the 12 June 2010
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 Created:	25 Nov 2007
 Notes:	-

Inroduction

In this easy to do tutorial, it will guide you on how to make wired explosive. One of its features that is included is that it can counts down from a selected value. (E.g 10 second countdown)

Parts Used In This Build

From The Wire Tab;

- (1)Dynamite (WIRE)
- (1) Adv.Input
- (1) Screen

From The Tools Tab;

- (1) + symboled button

- (1) - syboled button

Construction

(1) Spawn a wired explosive with a trigger value of 0

(2) Spawn a wired Adv.Input with the following settings;

- Minimum : 0
- Maximum : 10
- Start at : 10
- Change per a second : 1
- Toggle : on
- Increase : 3
- Decrease : 1

(3) Spawn 2 buttons, 1 syboled with a + and the other a - , from the tools tab with following settings.

- Activation number - numberpad 3

(4) Spawn a screen with the following settings

- One value : on
- Floor screen value : on

Wiring it up

(1) On the explosive, wire detonate to the Adv.Input .

(2) Wire the Screens A output to the Adv.Input.

(There is one problem you have to look at the screen or the Adv.Input for it to explode.) - To Be Fixed

Enjoy

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Cleaned up by : [Flemingjames91](#) 5 June 2010

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