E2 And Plugs with Buttons

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Contents

- 1 E2 + Plugs and Buttons
    - 1.1 Creating E2 with Plugs and Buttons
- 2 Ending

E2 + Plugs and Buttons

(NOTE! You dont need to use E2 to achieve the same result as in this, but this tutorial will help you on your way to the wonderful world of E2)

Using plugs in E2 is very much fun! And if you add buttons to it, its even more fun!

This tutorial will tell you how to connect E2 with plugs and buttons.

Creating E2 with Plugs and Buttons

Building:

1. Start by creating a *PHX 1X1* plate.

2. Choose the *Button* tool. Choose any button you would like

3. Buttons values: Value On = 1, Value Off = 0, Toggle ON

4. Place the *Button* somewhere in the *PHX* plate.

5. Choose the *Plug* tool.

6. Place the *Socket* somewhere in the *PHX* plate.

7. Attach the *Plug* to the *Socket*. **Make sure the *Plug* is getting a value of 1!**.

8. Choose the *Screen* tool.

9. Screen true values: Only one value, Use Bigger font on single value screen

10. Place the *Screen* somewhere in the *PHX* plate.

11. Choose the *Expression2* tool under *Wire* tab.

12. Choose *New Expression*

13. Copy and Paste this code to it:

The Expression 2 Code

```
1@name Plug and Button
2@inputs Plug Button
3@outputs IsOn
4@persist
5if(Plug & Button == 1) {IsOn = 1}
6else {IsOn = 0}
```

Wiring:

1. Wire the E2 *Plug* to the *Socket*.

2. Wire the E2 *Button* to the *Button.*

3. Wire the E2 *IsOn* to the *Screen*

You are finished! Test it by attaching the *Plug* to the *Socket* and pushing the button. Does the screen show the number 1? Try de-attaching the *Plug* from the *Socket*. Is the screen showing 1 anymore?

Ending

Here is some Plug related tutorials made by me

- Simple Plug Lamp

- Introduction to Plugs

--Funley--

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