

Resetting Timer

From GMod Wiki

This is my first wiki page so it will most likely suck. I am experienced with wiremod though so my contraptions are reliable.

Video Demonstration

Youtube Video (<https://www.youtube.com/watch?v=l5lTrVspiiU>)

What will Happen?

When the Button is pressed the timer will start to run, counting up to whichever number you select!

Materials

- 1.A Timer (under "Gate - Time")
- 2.A "Constant value" of 3, or any other value you want, when the timer reaches this number it will reset.
- 3.A "Greater or equal" gate ("Gate - Comparison")
- 4.A button with an on value of 1 and an off value of 0, you want the toggle checkbox on.

Wiring

- 1.(Timer) Run to the button and Reset to the "greater or equal"
- 2.("Greater or equal") A to the Timer and B to the "constant value"

How it works

For the people who are just starting to learn wire, I will explain how it works.

It is actually really simple. The timer starts when the value is anything other than 0 so when the button is on and the value is 1 so the timer activates. The equal to gate is wired A to the timer and B to the constant because the equation is $A=B$ and when $A=B$ it activates to the value of 1. That is why the timer's reset is wired to the equal to gate, because it activates with the value of 1 resetting the timer.

'Improvements'

First off the use of this is wiring something, an igniter,a grabber ,or whatever to the equal to gate and it will activate every 3 seconds. One improvement would be to wire a light to it, but that wouldn't work because the value is 1 and a light needs at least the value of 50 to be noticeably bright. That's why you can get a multiply gate and wire A to the equal to gate and B to a new constant value of 255 for maximum lighting. then wire the light to the multiply gate. This will make the light flash. By the way sorry there isn't any pictures, I do not own G mod I just play it a lot at a friend's house.Well I hope this helped at least someone and that I helped someone understand how this works.

Screen Display - Bambo/Neon

1. Once done the 1st bit of this Tutorial, place a "Round" chip from "Gate - Arithmetic" on the Object.
2. Then Wire the A from the "Round" chip to the Timer.
3. after that spawn a "Screen" under "Wire - Display" and Wire Its A to the "Round" Chip.

By Dragonheart

Edited and Video By Neon/Bambo Presented AeroSpace Studios (<https://www.youtube.com/aerospacestudios>)

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