

3D tracking turret

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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

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3D Tracking turret

3D tracking turret: 3D Tracking turret

	Description:	A 3D tracking turret made by swij
	Original Author:	Swij
	Created:	19 Nov 2008
	Notes:	-

Intro

Okay, in this tutorial i will teach you how to make a 3D tracking turret. This turret will be able to aim Up/Down and Left/right, it can be set to track anything from RPG's and Npc's to vehicles.

Here's a thread to post on for help

Help thread (<http://www.wiremod.com/forum/wiremod-tutorials/7168-swij-3d-tracking-turret.html>)

This is how it will look when it's done!

Video (https://www.youtube.com/watch?v=M_vYIaBdpcA)

Creating it

1) First create a wire wheel on the ground.

```
Model: Oil drum  
Torque: 8000  
Friction: 10
```

2) Create another wheel on the side of the oil drum wheel

```
Model: Car wheel  
torque: 2500  
Friction: 2
```

3) Spawn a Beacon sensor on the bottom of one of the polygons on the wheel and spawn a wire Turret just above the Beacon sensor. settings: check the split X,Y,Z

4) Spawn a target finder on the ground, you can insert any settings you want.



How it should look

5) Link the beacon sensor to the target finder by right clicking on the beacon sensor with the beacon sensor tool and then left clicking on the target finder.

6) Choose your physical properties tool (under the "Tools" tab) Set the material to ice and uncheck the gravity box

7) Apply physical properties to all of the parts on the turret

8) Now create 2 arithmetic - sign gates on the ground, Do not put any gate or target finder on the turret because that will make it spass and not working correctly

9) Create 2 Comparison - is in range exclusive gates on the ground

10) Name one of the sign gates to First with the namer tool and name the other one to second. do the same thing with the two in range gates.

11) Create a Logic - And (all) gate on the ground

12) Create a Constant value with 2 values value 1 to 90 value 2 to -90

Wiring it

13) Now for the wiring, Wire the first sign gate's **A** to the beacon sensors **X** input.

14) Wire the Second sign gate's **A** to the beacon sensors **Y** input.

15) Wire the Oil drum wheel's output **Go** to the first sign gate

16) Wire the Car wheel's output **Go** to the second sign gate

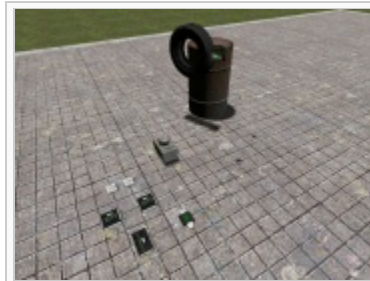
17) Wire the first in range gate's **MIN** to constant value of -90 and wire the **MAX** to constant value of 90

- 18) Do the same thing to the second in range gate
- 19) Wire the first in range gate's **value** to the beacon sensor **X** input
- 20) Wire the second in range gate's **value** to the beacon sensors **Y** input
- 21) Wire the And (all) gate's **A** to the target finder's **output: 1** and the **B** to the first in range gate. and the **C** to the second in range gate.
- 22) Wire your turret's **Fire** to the and (all) gate.
- 23) now your ready and your turret should find the closest target and shoot at it.

Pictures



The wiring



How it should look when everything is done

Modifications

If you would like to aim the turret with your mouse instead of it aiming by itself you could:

- 1) Create a airboat seat.
 - 2) Apply the same physical properties as before
 - 3) Easy weld it to the side of the car wheel so it you can see where the turret aims
- 4) Create a advanced pod controller on the ground and link it to the seat by right clicking on the pod controller and then right clicking on the seat
 - 5) Remove the target finder
 - 6) Take the Beacon sensor tool and link the beacon sensor to the pod controller
 - 7) Wire the pod controller's **crosshair** output to the pod controller's **active** input
 - 8) Now wire the turrets **fire** output to the pod controller's **mouse1** input
 - 9) Now you can aim the turret with your mouse and shoot with your left mouse button

Help

If you got any questions about the turret just PM me or add me on steam, My steam name is Swij and my hotmail is Swij@hotmail.com

Credits

Credits:

Swij - Creating and writing this Tutorial

Borafor - Giving me some ideas.

tedeology - Finding bugs

Jolt - Being a victim of the turret

Made by: [Swij](#) 22:10, 20 November 2008 (GMT-1)

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