





Simple Teleporter Car

From GMod Wiki

A Very Simple Teleporting Car

Simple Teleporter Car: A Very Simple Teleporting Car

	Description:	A car that will teleport when it goes into water
	Original Author:	User:jakisback
	Created:	26 September 2008
	Notes:	You can use Wire GPS to find Coordinates for new maps. ;)

Hello, this is the tutorial for the teleporting car when it goes in water.

- 1: This is very easy, first spawn a jeep.
- 2: spawn a hoverdrive teleporter, lift it in the air, then weld it to your jeep
- 3: spawn a constant value with 3 values, -500, -400 and 200 and place it on the jeep
- 4: make 2 water sensors, one on the front, one on the back
- 5: wire like this: hoverdrive X to constant value output 1 (-500)
- 6: hoverdrive Y to constant value output 2 (-500)
- 7: hoverdrive Z to constant value output 3 (200)
- 8: setjumptarget to the water sensor at the front
- 9: jump to the water sensor at the back
- 10: FINITO! i hope i haven't forgotten anything, now drive into water!

- this was tested on GM_construct, may not work on other maps due to coordinates*

Retrieved from "http://wiki.garrysmo.../?title=Simple_Teleporter_Car"

Categories: [Wire Addon Tutorials](#) | [Easy Wire Addon Tutorials](#)

- This page was last modified on 10 April 2009, at 08:48.
- This page has been accessed 9,983 times.

- [Privacy policy](#)
- [About GMod Wiki](#)
- [Disclaimers](#)