






The Wayback Machine - <http://web.archive.org/web/20160325034235/http://wiki.wiremod.com/wiki/Gates>

Gates

From Wiremod Wiki

	Control	
	Function:	Spawns a gate for use with the wire system.
	Primary fire:	Create/Update Gate.
	Secondary fire:	Rotate the gate 45 degrees.
	Reload:	Unparent gate (if parented).

Brief

Gates are the basic building blocks of Wiremod. Because of this, they're the best way to learn how to use Wiremod.

Variables

NoCollide

Makes the gate not collide with the entity its placed on.

Weld

Welds the gate on the placed entity.

Parent

Parents the gate with the entity its placed on.

Spawn angle offset

Offsets the angle the gate is spawned at.

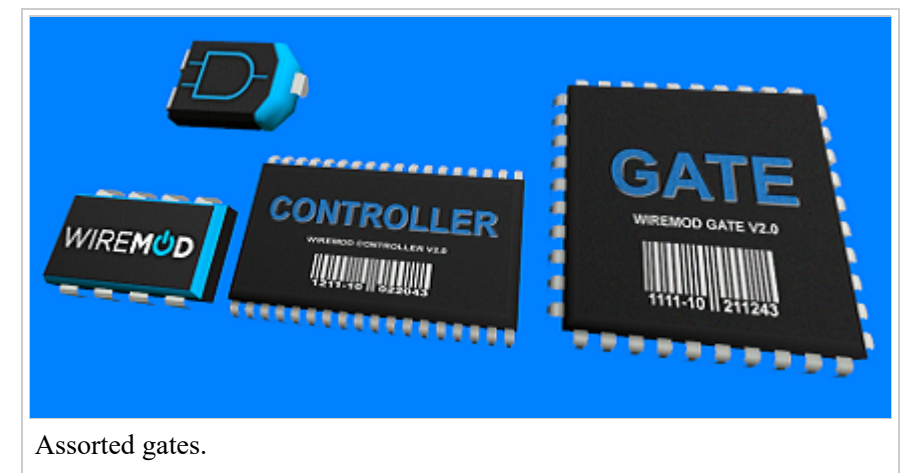
Number of search results

The amount of results the search box will show.

Categories

- Angle
- Arithmetic
- Array
- Bitwise
- Comparison
- Entity
- Logic
- Memory
- Rangerdata
- Selection
- String
- Time
- Trig
- Vector

Hints



Assorted gates.

- Sometimes, placing a gate on a flat entity makes the gate spawn at a weird angle. Rotating the entity, so its pitch or roll is not 0, will fix this.
- The search box can be helpful for finding a specific gate if you know what it's called.
- If your gate system is a mess, color coding your gates with the color tool can help. Alternatively you can use the wire Name tool. Also try to right click with the Wire tool when wiring to neatly arrange the wires on your circuit board.

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