

# Rather Accurate Autoturret

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## Information

In this tutorial i used K3z's idea/design so kudos to him :) Also i used K3zs' tutorial as a template as im quite new to wikis, so more kudos lol

## Rather Accurate Autoturret

**Rather Accurate Autoturret: Rather Accurate Autoturret**

	<b>Description:</b>	An Autoturret made in a rather strange fashion
	<b>Original Author:</b>	<a href="#">Decyg</a>
	<b>Created:</b>	June 29th, 2009
	<b>Notes:</b>	Wiremod is needed and weight stool is definately needed!!!

## Construction

**Step 1:** Get the prop you want to use as your turret, i used a sofa, the red one (models/props\_c17/FurnitureCouch001a.mdl)

**Step 2:** Add a couple of vector thrusters onto the side of the sofa with the settings (settings pic here), then put a beacon sensor infront of one of them with the settings- Split X,Y,Z and output world position. Check out image for refrence. [Tutorial image 1]

**Step 3:** Add a target finder with the following settings to the top of your prop

Minimum range: 1

Maximum range: A lot

Max number of targets to track: 1 (must be more for multiplayer use)

Max number of bogeys: 1

Target Players

Do not target owner (unless you want it to kill you)

Target NPCs

Target RPGs (Lol have fun trying to hit a missile)

Paint target

Steam ID filter (put in a steamID if you want it to home in on anyone in particular)

Put this somewhere near the middle of the sofa/prop as in the following image:

Tutorial image 2

**Step 4:** Add a GPS somewhere on the top of the couch/prop, whatever your using

**Step 5:** Now add 3 Gate - Arithmetic set to subtract to the top of the prop you're using

**Step 6:** To make wiring easier use the namer tool to name one of the Subtract gates X, the other Y and the final one Z.

**Step 7:** Using the weight tool change the weight of the prop to a much lower value (for the couch i used 100 but you can use whatever you want, also if you set the weight to under 1 then it spazzes out)

**Step 8:** Finally use the rope tool to rope one end of the sofa to a prop suspended in air at a decent distance (the end of the sofa WITHOUT the beacon sensor and thrusters on it)

## Wiring

1: Wire Mul on the vector thruster to the Target Finders 1 output.

2: Wire the beacon sensor to the Target Finder's output 1 (Can be abolished if you use the beacon sensor tool to link it (right click on beacon sensor with the tool out then right click the target finder))

3: Wire A on the X subtract gate to the GPS X

4: Wire A on the Y subtract gate to the GPS Y

5: Wire A on the Z subtract gate to the GPS Z

6: Wire B on the X subtract gate to the Beacon Sensor World\_X

7: Wire B on the Y subtract gate to the Beacon Sensor World\_Y

8: Wire B on the Z subtract gate to the Beacon Sensor World\_Z

9: Wire X on the vector thrusters to the X subtract gate

10: Wire Y on the vector thrusters to the Y subtract gate

11: Wire Z on the vector thrusters to the Z subtract gate

12: And thats it you're done just unfreeze it, attatch a laser or some turrets and your good to go

Once the wiring is done, your object should look like this:

[roped sofa pic here]

## Summary

The turret/sofa thing is rather accurate at short/medium/long distances but is unable to cope with extreme distancer due to the weight of the sofa/whatever. But, thanks for reading if you have any questions please email me at declangoldneilson@hotmail.com :)

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- This page was last modified on 7 July 2010, at 08:54.
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