# Proximity wire mine

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This is my first tutorial, it wil teach you how to make a proximity wire mine.

1. Spawn a wire explosive (i recommend the flat bomb) with:

```
-100 damage
-100 blast damage
-Remove on explosion checked
```

2. Spawn a target finder on top of the explosive, i recommend you select it as nano size, so it wont give away the mine position, with:

```
-Range 100
-Target players
-Target NPC
-Target Props*
-Target Vehicles*
-*these options are optional, but they are good when playing war with friends, so you can destroy their vehicles.
```

3. Wire the value "detonate" from the explosive on the "output: 1" of the target finder.

This means that when the targe finder finds a target, it will activate the command detonate on the explosive, wich will, well, explode!

```
 -Filipegroh
```

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