





# Stable remote control car

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## Stable Wire Car

Stable remote control car: Stable Wire Car

	<b>Description:</b>	A wire car that most of the time will never come off the ground!
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	<b>Created:</b>	Unknown
	<b>Notes:</b>	-

- First for the control panel. Spawn a 2 by 2 Panel from Phoenix models.
- Spawn 2 wire buttons for Left and Forward with an on value of 1. This is for Forward, Left, and Right. Then spawn 2 more buttons for Backward and right with a on value of -1.
- Spawn an add gate and link the forward and back buttons to it.
- Spawn another Add gate and link it to the left and right buttons.
- Spawn a 2 Way Radio and link A to the forward and back Add gate, and B to the Left and Right Add Gate.
  
- Now for the simple car. Spawn a 4 by 4 from Phoenix models.
- Put 2 wheels on 2 sides that are opposite to each other. Put 1 thruster on the left side on the back and one on the left side on the front. Torque and Power can be adjusted to your needs.
- Spawn 4 Gps's on 4 corners on top of the car.
- Spawn 4 If Than Else Gates, Delta Gates, and Greater Than gates. have one for each Gps.
- Spawn a Thruster on top of each corner.
- Link one Delta Gate to one GPS.
- Link output A of one Greater Than gate to one Delta.
- link output A of one If Than Else gate to one Greater Than gate and output B to the delta gate.
- Link the thrusters to the If Than else Gate associated with it.
- Link the 4 wheels to output A of the 2 Way Radio. Wire the turning thrusters to output B of the 2 Way radio.

Go back to your control panel and control the car. You will notice it won't bounce around as much.

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