

Increment/Decrement Safe

From GMod Wiki

Name:	Increment/Decrement Safe
Description:	Makes a Wire Safe Box
Original Author:	B.Fox
Created:	2/10/09
Notes:	Next B.Fox Wire Release date: 3/10/09
Other Notes:	Suggested a Wire Namer to name all the chips for no confusion when wiring.

Chips Needed

- (2) Increment/Decrement Chip (Wire - Control -> Gate - Arithmetic)
- (1) Add Chip (Wire - Control -> Gate - Arithmetic)
- (1) Multiply Chip (Wire - Control -> Gate - Arithmetic)
- (2) Equal Chips (Wire - Control -> Gath - Comparison)
- (1) Less or Equal Chip (Wire - Control -> Gath - Comparison)
- (1) Not Equal Chip (Wire - Control -> Gath - Comparison)
- (1) Constant Value (1: Value 1 of safe, 2:Value 2 of safe, 3: Must be a factor of value 1 & 2)
[Example: Value1 (50) Value2 (20) Value3 (10)]
- (1) Constant Value (1: Safe door length - not as in time, as in distance. Try 100 to start.)
- (1) Constant Value (1: 1)

Other Wire Needed

- (4) Button (Toggle: Off)
- (2) Wire Screen (wiki/index3e0e.html) (check the box: "Only one value")
- (1) Wired Hydraulic

Wire set up

Make a safe door in with Wired Hydraulics (wiki/index481c.html) .
Spawn the 2 screens near each other.
Spawn a plus and minus button under both screens. [4 buttons total]
Spawn a Increment/Decrement Chip between each pare of buttons [2 in total]

Wire Connections

- Increment/Decrement (1) -> Increment -> + button (1)
- Increment/Decrement (1) -> Decrement -> - button (1)
- Increment/Decrement (2) -> Increment -> + button (2)
- Increment/Decrement (2) -> Decrement -> - button (2)
- Increment/Decrement (1) -> A -> Constant Value (1)(Value# 3)
- Increment/Decrement (2) -> A -> Constant Value (1)(Value# 3)
- Screen (1) -> A -> Increment/Decrement (1)
- Screen (2) -> A -> Increment/Decrement (2)
- Equal (1) -> A -> Constant Value (1)(Value# 1)
- Equal (1) -> B -> Increment/Decrement (1)
- Equal (2) -> A -> Constant Value (1)(Value# 2)
- Equal (2) -> B -> Increment/Decrement (2)
- Add (1) -> A -> Equal (1)

Add (1) -> B -> Equal (2)
Less or Equal (1) -> A -> Add (1)
Less or Equal (1) -> B -> Constant Value (3)
Not Equal (1) -> A -> Less or Equal
Multiply (1) -> A -> Constant Value (2)(Value# 1)
Multiply (1) -> B -> Not Equal
Wired Hydraulic -> Length -> Multiply (1)

End
At the end the - and + buttons should change the value of a screen. When the Value of both screens equal both the values of the Constant Value (1)(1: Your value #, 2: Your value#) the safe door should open. Any problems found add the problem to the bottom of this page and I will work it out.

Extra
If you want to add a lock by a button so that there is an extra step to get into your safe, do this:
1) Spawn a button (Toggle: On)
2) Wire Weld the door and a wall
3) Wire Weld center -> Activate -> Button

Other B.Fox Stuff
1) Text Screen Flash Info (wiki/index0241.html)
2) Increment/Decrement Safe (wiki/indexed54.html)

By *B.Fox*

Problems: All fixed.

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