Simple Airplane

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	Name	
📄	**Description:**	This is a simple to make but fun to use airplane using wiremod.
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This tutorial will take you through the steps required to make a working airplane using wiremod. I use PHX3 in this tutorial for the props, but it can be done with just about any props of similar shape and size. This tutorial also makes use of the Weight tool, which can be downloaded here (http://www.garrysmod.org/downloads/?a=view&id=13658/)

First, you need to spawn a **cube027x7x025** from PHX3 general construction props

Airplane step1.jpg

Next, spawn 2 **plate2x4** and Easy Weld them to either side on the body

Airplane step2.jpg

Now spawn a seat (I used the Airboat seat, but any should work) and Easy Weld it to the front of the airplane

Airplane step3.jpg

Spawn 3 **plastic_angle_90** and weld 2 to either side of the back of the plane, and 1 on the top of the back

Airplane step4.jpg

Tilt the plane so that the front is raised a little more than the back. Then place 2 **non-wire** small wheels (such as the **smallwheel** model :) on either side of the back of the plane. Settings of the wheels do not matter, they're only supposed to help land

Airplane step6.jpg

Now place 2 small wheels on the ground standing up, and **Weld** them to the sides of the plane

Airplane step5.jpg

Place 1 **Wire Thruster** on the back of the body with Multiplier 1500 and Maximum 3000

Airplane step7.jpg

Put 1 **Wire Thruster** on the tip of both front wings with Multiplier and Maximum set to 1

[Airplane step8.jpg](#)

Put 1 **Wire Thruster** on the middle edge under each front wing with Multiplier and Maximum set to 75

[Airplane step9.jpg](#)

Now put 2 **Wire Thruster** with Multiplier and Maximum set to 300 on the top and bottom of the front of the airplane body

[Airplane step10.jpg](#)

Put an **Advanced Pod Controller** behind the seat and **Link** it to the seat **by Right-clicking** on the Advanced Pod Controller and then **Right-clicking** on the seat

[Airplane step11.jpg](#)

Use the Weight Tool (http://www.garrysmod.org/downloads/?a=view&id=13658/) and set the **Midddle** bar of the plane to **10**, and everything else to **5**

Now for the wiring:

Wire the **A** input of the Top-Front thruster to the **W** of the Adv. Pod Controller

Wire the **A** input of the Bottom-Front thruster to the **S** of the Adv. Pod Controller

Wire the **A** input of the Rear thruster and the two on the **back** of the wings to the **Space** of the Adv. Pod Controller

Wire the **A** input of the thruster **under** the **right** wing to the **A** of the Adv. Pod Controller

Wire the **A** input of the thruster **under** the **left** wing to the **D** of the Adv. Pod Controller

And that's it! Use space to go forward, A and D to turn/roll left and right, and W and S to turn up and down.

Improvements:

You could also place **Wire turrets** on the front of either front wing and wire the **Fire** of the turret to the **Mouse1** of the Adv Pod Controller to add simple guns

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