

Flying and stable jet

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 **Description:**

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 **Notes:** -

Hey there, welcome to my Tutorial of how to make a jet in wire mod Feel free to put your own designs but please do not edit any of the text on this page, just type your own.

O.K, first start with a base. If you have PHX3 or PHX2 then spawn a flat 2-panel long plate and and 2 triangle panels (of reasonable length to fit the 2-panel)

Now you have to weld em together. Feel free to put your own pieces to personalize your jet but i will be working with the 3 pieces i have asked you to spawn.

Once you have welded your pieces, you have to put your wire thrusters on them. Set the "Thrust Multiply" to 10000 (lower or higher depending on weight) and spawn one at the back of your plane in the middle of the side of the panel. Then spawn one at each side to act as stabilizers. This will really help the planes maneuverability. Now spawn a thruster at the bottom front of the plane to act as an up-thrust (make this 2000) and another on exactly on top of it on the other side to act as a down-thrust.

O.K, now lets work on the roll control. This is how you will turn your plane and DO A BARREL ROLL!!

Its the same as the pitch controls only the thrusters are in different positions. Put a thruster on the left wing and also underneath. Do the same with the right wing. Now, the trick to getting a stable jet is having the roll thrusters quite close to the center of the jet. For a more manuverable but also less stable jet put them at the edges of the wings.

Right, now we have the controls complete. Now all we have to do is put a seat and an adv. pod controller on it and wire the thrusters to it. Put a vehicle chair in the middle of the craft (it can be anywhere as long as its in the middle) and spawn a Adv. Pod Controller near it. Right click the adv pod and then on the chair. Now we have to wire it together. This bit may be a bit tricky to follow if you dont pay attention. For ease of reading, ill put all the things i want you to do in a list.

1. Wire all 3 main thrusters to "mouse 1" on the Adv Pod
2. Link top left thruster to "A"
3. Link top right thruster to "D"

4. Link bottom left thruster to "D"

5. Link bottom right thruster to "A"

Now we will work on pitch controlls

6. Put top thruster to "W"

7. Put bottom thruster to "S"

YAY!, we have wired up our aircraft and it is now ready to fly. If it is unstable then change the values of the multiply on the pitch and roll thrusters to your liking.

Playing with the jet on its own is great fun but what makes it even more fun is putting weapons on it and dealing death from the skies! Use GCombat, this is by far the most varied and fun combat mod for vehicles on gmod. If you dont have GCombat then you can still put turrets on it and link them to keys and propspawn bombs. Try putting 2 other seats and attaching more weapons to the plane and have the people who use the other seats fire them. Becareful though, as the plane moves quite fast so it may crash into low velocity shots. Some servers also have a limit on gcombat props so buddy your friends and let them build on your plane for more weapons of mass destruction.

A few tips on stabilization now. Try putting the main stabilization thrusters at angles to each other. This effectively cancels out all unwanted roll and pitch problems and makes it look cool also!

O.K, thanks for reading and using my design. Have fun with it 'cos it yours now. Oh! N.B people really dont like it when you nuke servers with bombs attached to your jet. So please dont do it... Unless your a minge!

Oh ive just found this out. Parent the whole plane and if the middle panel comes off, the plane will split in half instead of just being the 2 wings stuck together

Pics coming soon

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