Water Bomb

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Water Bomb

Meaning

The Water Bomb is desinged to go off when submerged. This can be achieved with a Wire Water Sensor and a Timer.

How To Make

Building of the water Bomb is very simple!

You Will Need:

- **WireMod**

- **Garry's Bombs 3**

Building

1. Spawn one of the **Garry's Bombs** bombs. I use the **Black Powder**.

2. Go to the **Wire** tab and select the **Water Sensor** from **Wire - Detection**

3. Place the **Water Sensor** somewhere in the bomb.

4. Choose the **Gate - Time - Timer** from the **Wire - Control**.

5. Place the **Timer** somewhere in the bomb.

6. Choose the **Gate - Comparison - Greater Than** from the **Wire - Control**.

7. Place the **Comparison** somewhere in the bomb.

8. Choose the **Gate - Logic - Not(invert)** from the **Wire - Control**.

9. Place the **Not(invert)** somewhere in the bomb.

10. Choose the **Constant Value** tool.

11. **Constant Value** values: **1 Value**, Value 1 = **[Amount of time when you want the bomb to go off]**.

12. Place the **Constant Value** somewhere in the bomb.

The finished Water Bomb

Wiring

1. Wire the **Timer - Run** to the **Water Sensor**.

2. Wire the **Timer - Reset** to the **Not**.

3. Wire the **Not - A** to the **Water Sensor**.

4. Wire the **Comparison - A** to the **Timer**.

5. Wire the **Comparison - B'** *to the* **Constant Value**.

6. Wire the **Bomb - Detonate!** to the **Comparison**.

Testing

Drop the Water Bomb into water and wait the amount time you chose. Does the bomb blow up? If not, check the wiring.

Then try submerging the bomb and taking it out of the water. Is the timer 0?

Explanation

The bomb goes off only at water because of the Water Sensor. It senses is it under water or above water.

The Timer starts counting when the Water Sensor is under water. It resets when the Water Sensor if above water. This is because of the Not gate.

Other

Notes

When duplicating, the bombs ***Detonate!*** *gets unwired. You will have to wire it again to the **Comparison*** gate.

If you find any other bugs/glitches, add them here!

Credits

- Wire Team - For making WireMod

- Creator of Garry's Bombs - For making Garry's Bombs.

- Garry Newman - For making Garry's Mod.

--Funley--

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