

Laser guided missile





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Contraption

Laser guided missile

Laser guided missile: Laser guided missile	
 Description:	How to wire a laser guided pretty much anything, and merrily send it careening around spreading chaos. The effect is much like the rocket launcher in Half-Life 2
 Original Author:	Scorpion451
 Created:	March 10, 2008
 Notes:	so far, haven't managed to catch a decent screen shot of it, hopefully someone better at screenshots will.

You will need: [Wiremod](#) and something heavy and preferably metal as it will be running into stuff alot, depending on how bad of a steerer you are.

1. Spawn the base object. I used a barrel, but anything can do. Be sure to freeze it, as the rocket tends to take off if you wire things up in the wrong order. Nothing worse than a Wile E. Coyote impression.
2. Attach a **GPS** and a laser reciever.
3. Attach a [Wired Numpad](#), we will use 1 to turn the thruster on and off. (you really can use any number but zero, because the vector thruster multiplies the input number by what you set as the force multiplier)
4. Attach three arithmetic chips set to 'subtract'. **Use the namer tool to keep track of which chip is the x variable, which is the y, and which is the z.** This can get confusing, and can go very wrong very fast, such as sending the missle flying into the ground, or you.
5. Set each arithmetic chip with *B* to the respective laser reciever coord (x,y,orz) and *A* to the respective GPS coord. **Be sure that you have the *B* to the reciever and the *A* to the GPS and not vice-versa or you will have a laser repelled missile** Another useful tip is to go from the chip to the module, or you will not be able to attach to the coord variables. This frustrated the author until he figured this out.
6. Set the numpad to be off. It will display a number on its popup if it is on. You want it off for now.
7. Attach a [Vector Thruster](#) with the coordiate system set to **xyz world**. Setting the system to local will result in a rocket worthy of Wile E. Coyote himself. Also set the Force multiplier to your desired thrust, which is what it will be if you use "1" for the numpad. Check "toggle"
8. Wire the thruster in this order:

1. *Mul* wired to the numpad output "1"
2. *X* to the arithmetic chip for *x*-coords
3. *Y* to the chip for *y*
4. *Z* to the chip for *z*
9. Using the laser pointer from the scripted weapons, register it to the laser pointer reciever using the secondary fire mode.
10. Unfreeze the base object and flip on the numpad toggle (*I* if you followed my plans). If you wired everything right the missile should follow wherever you point the laser pointer.
11. (Optional)Color and decorate it.It might not last long,but playing with it couldn't hurt.(You,if your careful.)

Using the Missile

Turning the beam off will have the missile hold position at the location you last targeted it to. This makes it an ideal trap weapon, as occasionally someone will come up and investigate the odd jet propelled barrel flailing on the ground or against a wall, only to have it suddenly and surprisingly accurately flying at their head.

Make it better:

- Welding an explosive barrel to the main object creates a war head, without destroying the body of the missile(in theory, never had it happen but...) Just watch out for walls and pointing too close to yourself(much like the rocket launcher in half-life, only much more leathal.)
- This same (relatively) simple setup can be adapted to many devices, and the simplicity of steering in three dimentions with this setup makes it perfect for zero gee battles
- Try putting wire explosives on the missile and watch them obliterate the target as the missle impacts.
- Making the model an AMRAM missile is more realistic and more fun to play with. Its a bit harder to control than the barrel so put a vector thruster at the top and bottom and wire them accordingly.
- If you put a wire speedometer on it and wire it up to the A and B of a multiplication gate, and then wire it to the multiply on the vector thruster you will have an exponential missile, that is it's speed will be whatever it is squared, this could allow you to make a missile that travels at infinity miles per hour. please note that this is just an idea, I haven't actually tested this yet, so it could not work. also, if this does work it will need to be above 1 mph in order to hit infinity, because 1 squared will always be one, and below one will cause it to slow down because 0.5 squared is 0.25.

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