

# Simple hover & thruster platform

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This tutorial will teach you how to make a simple hoverball platform, that will move forward, left, right and backwards using the numpad. This guide is very detailed, and is recommended for complete newbies.

### What you need:

A platform (PHX3) 4 hover balls 3+ thrusters 2 add gates 4 wired numpad inputs (2 at +1 value and 2 at -1 value)

Ok. Tutorial

### STEP 1:

Go into the PHX3 general props tab and spawn a 4x4 plate. Use Shift + E to straighten it out and then freeze it, raised just off the ground.

Spawn a 1x1 plate from the same tab and Use Shift + E to put it on a slant. Freeze it just above the 4x4 plate. This will act as a miniature control surface, to house our gates and inputs. Weld the 2 together.

### STEP 2:

Navigate into the Wire section, and choose hover-ball. Add a hover-ball to each corner of the 4x4 platform (That's 4 hover-balls in total). Now, Unfreeze everything and you platform should float just off the ground with the control panel just above it. Now, Shift + E and freeze it again. Select the thruster tool (Again, in wire) and place 2 thrusters on the back. NOTE: Before you do this, set the torque to something lower than 7000, Depending on how fast you want it. For this tutorial, set it as 5000. Place one near the left on the back of the 4x4 plate, and one on the right.

Now, Place another one on the far left corner on the left side, past your control panel with the torque lower than 5000, around 3000. (Screenshots will be here soon to explain more of this).

### STEP 3:

Navigate to Wire > Input > Wired Numpad.

Change the on value to +1, and place 2 on the control panel, one at the top, and one near the right, diagonal from it (This will help us know which is which later).

Now, change the value to -1 and place one on the left and one on the bottom. You should have them layed out in a basic diamond shape.

Scroll up to Wire > Arithmetic > Add. Place 2 Add gates near the 4 numpad inputs.

### STEP 4:

One Add gate will be used for the Up and Down inputs (Top and bottom in our formation) and the other will be used for the left and right ones.

Navigate to Wire > Wiring tool, and keep this selected for all the wiring I tell you to do from now on.

So, click the top input, and then click one add gate, then click the same input again, and a input : 0 box should come up. Right click until it changes to the number you want to go forward, And in this case, right click until it reaches Input : 8, then left click. This 'should' wire them together. If not, just keep trying until it does. Then select the Bottom numpad input and hover your mouse over the add gate again. A (Or b if you right clicked before) Should be flashing red. If so, just right click over the add gate until the letter changes from A > B (Or B > A). Then Left click the gate, then the input again and right click until it changes to the input you want to go backwards. For this tutorial, set it to Input : 5, and you should have one Add gate with two wires coming out, one going to the top one, and one going to the bottom one.

Now, Do the same with the left and right gates to the other Add gate. Select the left Numpad input, then the empty add gate, then the input again and right click until it changes to Input : 4, Then left click. Do the same with the right input, and wire it to B (Or a, whichever is free on the gate) and right click until the input changes to Input : 6.

#### STEP 5:

You now have two add gates, with two wires coming out of each one, 2 going to the top and bottom, and 2 going to the left and right. Now, Click on one of the thrusters on the back (there should be two there) and then left click on the add gate which has two wires going to the up and down inputs. Don't worry about A+B here, once you've done that, Click the other thruster on the back, and click the gate.

#### STEP 6:

Go to the side of your platform, and left click the thruster there, then left click on the Add gate that has the two wires going to the left and right inputs. Lets Recap:

You have a 4x4 platform, a 1x1 control plate welded to it, 4 hoverballs, one in each corner of the 4x4 plate. You have 2 thrusters on the back, and one on the front left side. The 2 back ones are welded to the up/Down add gate, and the one on the left is welded to the left/right add gate. Lets test it!

#### STEP 7:

Grab your phys gun and press the R button once or twice to unfreeze it all. You shouldn't have to worry about welding all the wire stuff, it welds to whatever it is spawned on. Now, Press 8 on your numpad, and it should go forward. Press 5, and it should go backwards. Press 4, and it should rotate left, and press 6, and it should rotate right.

#### STEP 8:

You might need a seat. In that case, just add a Jeep seat (Vehicle > Jeep seat) and Shift + E it then place it on the hover platform (Anywhere you want , so long as it is straight). Freeze it, weld it to the 4x4 platform, and unfreeze all. Sit in it, and fly away.

#### NOTES:

Controls are: 8 - Forward 5 - Backward 4 - Left 6 - Right

If it doesn't work, then this tutorial will need updating tomorrow , along with screenshots. Long guide eh? Like I said at the beginning, I recommend for complete newbies only.

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