


Advanced Timer

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Reason for deletion: Not what Garry wants the wiki to be used for

Last Edit was made on 11/16/2011

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Advanced Timer

Advanced Timer: Advanced Timer	
	Description: A useful timer.
	Original Author: --,--, edited by snipeissilent
	Created: 6/30/2010
	Notes: This can be used in MANY things.

[LOOK AT THIS FIRST \(indexff68.html\)](#) . (Not by me)

Using this timer, you can set an amount of time by clicking buttons.

Build the timer from the link provided above without the value chip. There are two methods on how to do this.

First Method

- Spawn a timer chip
- Buttons(best are plus and minus buttons)that have both values as 1.

- Increment/decrement chip under Gate-Arithmetic
- Value chip (this value sets the increment of change when pressing a button)

Wiring

- Build the timer in the link (without the value chip) and wire it up.
- Wire I/D (Increment/decrement) chip **increment** to one button and **decrement** to the other button.
- Wire I/D **A** to value chip **value**.
- Wire I/D like the value chip on the timer in the above link.

Finished. Press the buttons and the value will change.

Second Method

- Spawn same chips as in the original timer in the link, and these:
- Up/Down counter (under memory chips)
- Value chip (with a value of 1)
- Make 2 buttons, with their value being the increment you wish for the timer to change when that button is pressed.

Wiring

- Wire Up/Down counter **increment** to onw button and **decrement** to the other button.
- Wire Up/Down counter **Clk** to value 1.
- Wire Up/Down counter like the value chip on the original timer in the above link.

Questions or comments can go to the steam account: [napoleonxxx08](#)

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Category: [Proposed For Deletion](#)

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