Introduction to Plugs

From GMod Wiki

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Plugs

This tutorial will introduce you to the great world of plugs! It has a few tutorials and explanations to how plugs work.

Introduction

When thinking about plugs, think them as a real plug and socket.

For instance. In your room, there is a socket on the wall. The socket gets electricity. In Wire, electricity is shown by numbers.

One or larger means electricity is on. 0 means electricity is off.

You have a lamp and it has a plug connected to it. You attach the plug to the socket and the lamp gets electricity.

In Wire, the lamp is getting a value of 1.

Keep that in mind when creating plugs and sockets.

Simple Plugs

When you understand how to plugs work in Wire, you can do all kinda cool stuff.

The most simplest way of using plugs is a lamp.

Here is a simple tutorial on using them: (NOTE! This has been copied from my another tutorial!)

Simple Plug Lamp

You will need:

- *WireMod*
- *PHX (Optional but highly recommended)*
- *SmartSnap (Optional)*

Building:

1. Spawn a PHX plate or other prop you would like to use. (I suggest 1X1)

2. Weld the plate sideways to the ground.

3. Spawn a PHX 1X2 plate or other prop you would like to use.

4. Weld it sideways to the ground as you did with the 1X1 plate.

5. Go to the Wire tab and choose the *Plug*.

6. Place the socket to the 1X1 plate and the plug to the socket.

7. Choose the *Lamp* or *Light* tool (No matter wich one)

8. Place the lamp or light to the 1X2 plate.

9. Choose the *Constant Value*

10. Make the Constant Values values as: 1 Value, Value 1: 1

11. Place the Constant Value next to the socket.

12. **OPTIONAL:** Make a rope connecting the Plugs end near the lamp or light.

Wiring:

1. Wire the *Socket A* to the *Constant Value*.

2. Wire the *Lamp (I dont remeber the input)* to the *Plug A*

3. You are finished!

Testing:

Attach the plug to the socket. Does the light/lamp switch on? If it does, congratulations! You made your own plug lamp! If not, see if the wiring is correct.

More Advanced Plugs

NOTE! This part contains a small walkthrough for HL2 EP2! Do not read if you dont want to spoil the puzzle!

You can use plugs in many different ways! For instance, in HL2 EP2, there is a part where you will have to use plugs in order to get electricity to the radio station.

You will also need to get power for the elevator to get out. But there is a problem. The wire provided to the elevator is too short! You will have to replace it with the another wire that is in the generator.

You can achieve that same in Wiremod!

Making wires with plugs at both ends

Making:

1. Go to the *Wire* tab and select *Plug* tool.

2. Spawn two plugs by clicking the right mouse button. We will call the two plugs as *Plug1* and *Plug2*.

3. Wire the *Plug1 A* to the *Plug2 A*

4. Wire the *Plug2 A* to the *Plug1 A*

5. Create a rope connecting the two plugs.

You are finished! You can adjust the wires length by adjusting the ropes length.

Creating "extension cords"

Making:

1. Spawn a prop that is big enough to fit **3 sockets** in it.

2. Create *3 sockets* to the prop you chose.

3. Create *1 plug* but **dont attach it to the sockets**.

4. Wire each one of the sockets to the *Plug A*

5. Attach the plug somewhere where it will get a *value of 1 or **bigger***.

You are finished! Attach some plugs to the sockets and they will get a value of 1 if you wired everything correctly.

Expert Plugs

Plugs can also be used in expert levels. One good example is a *Advanced Pod Controller* car. Think it about as an electric car. You need a *Plug* to be connected to a *Socket* before you can drive it.

When you have made an *Advanced Pod Controller* car, you can add *Gate-Comparison-Equal* to every output of the *Advanced Pod Controller*.

Making an Electric Car

Making:

1. Build your car that uses *Advanced Pod Controller*. I assume you know how to do that.

2. Add a *Socket* and a *Plug*.

3. Place the socket somewhere and the plug near your car.

4. Add *Gate-Comparison-Equal's* as much as you used the outputs of the *Advanced Pod Controller*.

5. Wire every *Gate-Comparison-Equal A* to the *Plug* and every *Gate-Comparison-Equal B* to the *Advanced Pod Controller*.

6. Wire the movement stuff (Thrusters, wheels etc.) to the *Gate-Comparison-Equal's*

Simply, you just add a *Gate-Comparison-Equal* between every wire connection.

You are finished! Attach the *Plug* to the *Socket* (**Make sure the *Socket* is giving out a value greater than 0!**)

Then try driving your car. Does it move anywhere? If it does, try un-attaching the *Plug*. Does the car move anywhere anymore?

Credits

Thanks to these people who helped me create this!

- No one yet!

- No one yet!

- No one yet!

- No one yet!

NOTE! You *CAN* add your own plug tutorials in here! Just remember to add your name under the ***Credits*** section!

--Funley--

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