


IR door

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IR door AKA *infra-red laser protection*

IR door: IR door AKA *infra-red laser protection*

 **Description:** It's a simple system with devastating conclusions.

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 **Notes:** -

Building it

1. Create 3 rangers on one wall when the wall is facing another wall. Set them only to output distance.
2. Make an "add" gate, and link all the rangers to the gate.
3. Make a "divide" gate, and a Constant Value of 3 as well.
4. Wire the "divide" gate. **A.** the "add" gate. **B.** The Constant Value of 3.
5. Check the current output of the "divide" gate, round it down (in your head) and make a Constant Value of that number.
6. Spawn a "Less than" Gate.
7. Connect the "divide" gate to the "Less Than" gate's A input and the Constant Value you created earlier to the gate's B input.
8. Continue as you wish. Read the next steps for adding explosives.
9. Add wired explosives along the door, for a normal door one is enough, but for a larger one, you can place several. The trigger value for the explosives should be 1.
10. You may want to use the "Colour" tool, with the last colour bar set to the lowest, and hit the explosives. This will make them invisible.
11. Wire all the explosives' Detonate inputs to the "Less Than" gate. The best way to do this is to set the Width of the wire to 0, so the wires are invisible, but don't forget you placed them.
12. Have fun watching your protected door blow up.



(Optional. You can also create a socket and plug after the "Less Than" gate and connect the explosives to that. This helps to have a way to disable the

explosives.)

Have fun!

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