Timed door EXP2 - GMod Wiki

# **Timed door EXP2**

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# **Expression 2 Timed Door**

**Timed door EXP2: Expression 2 Timed Door** 

**Description:** Pressing a button will open a door for a set time, then it will close.

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Notes:

You can switch the button with a wired keypad, or have two buttons.

This tutorial will teach you how to make a simple timed door using Expression 2 that will open when a button is pressed, and then close on its own.

### **Materials**

- 1. Door (I use a PHX 2x2 plate ball socketed to another plate on one side so it swings freely)
- 2. Expression 2 chip
- 3. Wired hydraulic (not fixed)
- 4. Non-toggled wire button

### **Instructions**

- 1. Place the button where you want.
- 2. Place the Hydraulic between the door frame and the door so it opens in the direction you want.
- 3. Place the E2 chip somewhere. The code should be:

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#### **Expression 2 Code**

```
@name Timed Door
@inputs Button
@outputs Hydraulic
if(Button)
{
Hydraulic=100
timer("door", 2000)
}
if(clk("door")) {Hydraulic=0}
```

# Wiring

- 1. Wire the hydraulic to the E2 chip.
- 2. Wire E2 "Button" to your wired button.

### **Modifications**

- 1. To make the door open by pressing one of two wired buttons, make two inputs, Button1 and Button2 (delete the "Button" input). Then, replace "if (Button)" with "if (Button1 | Button2)". The "|" is an "OR", so if you press Button1 OR Button2, the action will be carried out.
- 2. The time can be changed to your liking. On the line of code that says, "timer", the 2000 may be changed to any other time desired. Note that 2000 = 2 seconds, 3000 = 3 seconds, etc. The E2 here keeps the door open for 2 seconds, but that may be increased or decreased.

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