Door Security

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Door Security

Door Security is an intermediate WireMod contraption that consists of 3 gates, 2 constant values, x rangers and y wire turrets. This tutorial uses 2 ranger and 6 turrets as an example. It shoots other people when they go through the ranger, but not you. Door Security is not always on, so, if created correctly, will not shoot at you. This contraption requires WireMod v.583 at least.

Step 1 - Rangers and Turrets

Find a corner where you want the turrets and rangers to go. The rangers should be set to output the SteamID. For every ranger, you should have 2 or 3 turrets. Place the rangers waist-high on the corner and the turrets a bit above or below.

Step 2 - Chips and Constant Values

On the wall that they will not see (the inside one) place an add chip, and to the right of that, a multiply chip. They are both in Arithmetic. Above these, make a not equal chip. It is in Comparison. To the right of the multiply, make a constant value of 1. Above that, make a constant value of *insert your steam id here*. To find your SteamID, go into Garry's Mod and type status in console.

Step 3 - Wiring

```
In this order

add - - - - - ranger

right click add

add - - - - other ranger

multiply - - constant value 1

right click multiply

multiply - - not equal

not equal - - add

right click not equal

not equal - - constant value SteamID

turret 1 - - - multiply
```

turret 2 - - - multiply

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turret 3 - - - - multiply

turret 4 - - - - multiply

turret 5 - - - - multiply

turret 6 - - - multiply

Step 4 - Test it Out

To test it out, have someone else walk in front of it, and walk in front of it yourself.

Questions or Comments? Email me at joey@theteetshome.com

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