Wired Automatic Catapult

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Wired Automatic Catapult: Wired Automatic Catapult	
Description:	A catapult that launches things at a target, repeatedly.
Original Author:	MDob
Created:	April 13th, 2009
Notes:	You need Jinto's Physics Mod for this to work.

Requirements

Required: Wire SVN, Weight Stool, Jinto's Physics Mod (http://www.garrysmod.org/downloads/?a=view&id=65191)

Optional: PHX, TF2

Construction

Step 1: Spawn a large iron beam (I used one from TF2 (Make it weigh 5500)) then spawn 2 of the largest blast door.

Step 2: Place 2 large wheels on either side of the beam and freeze them in place and weld them to the ground

Then "Easy Weld" the blast door onto the top of the beam. "Easy Weld" another blast door onto the first.

Step 3: Place 2 wire thrusters with a value of 100000 on each side of the blast door and 1 on the bottom of the beam.
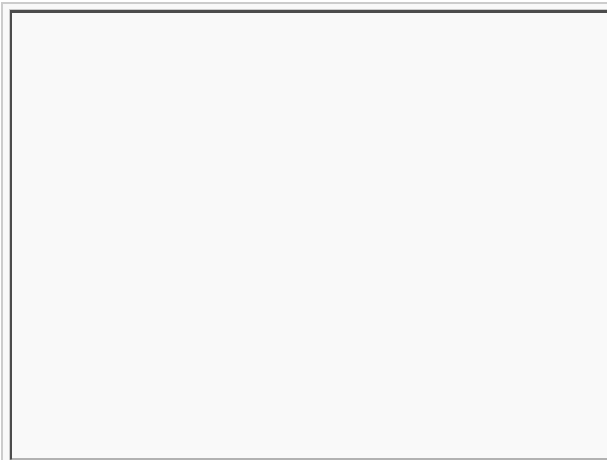
Set the weight of the thrusters to 10.

Step 4: Lift the beam up to a 70ish degree angle and freeze it there.

Rope the beam 2 times once at the middle and again near the bottom.

Step 5: Spawn a car from HL2 Vehicles.

Place it above the blast door and turn it in to a wired prop spawner, weld it to the ground and make it nocollide with everything.

Where to put the wheels.
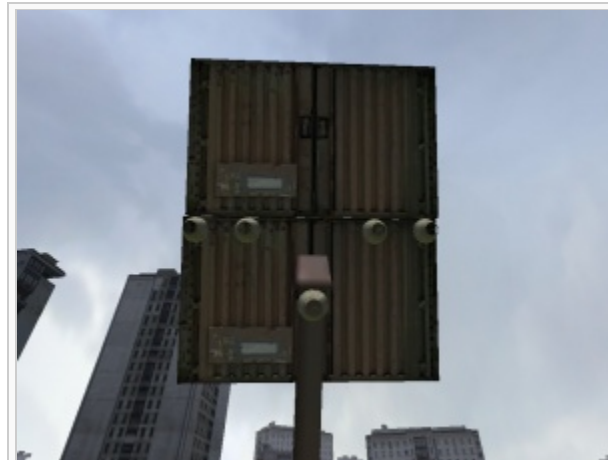
Where to put the thrusters.
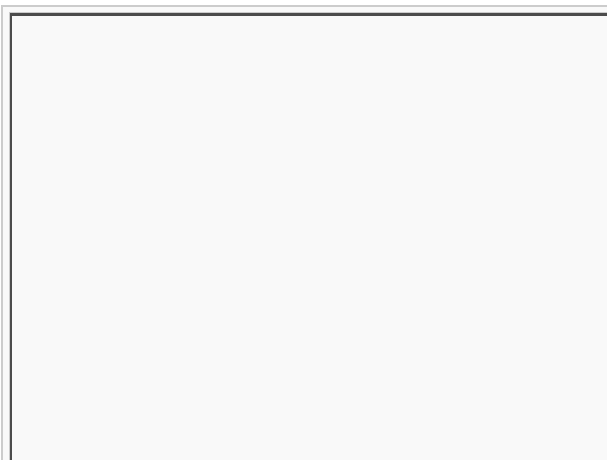
How to rope it.
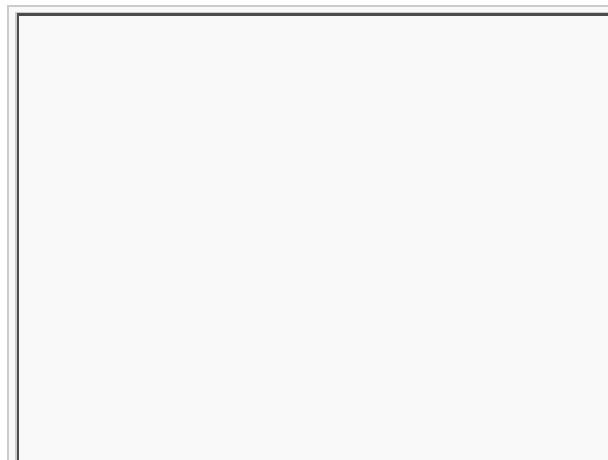
Where the blast door goes.

Step 6: Spawn a PHX 1X1 plate or larger and spawn the following on it.

- 1 constant value (1, 3, 5, 20)

- 2 "Square Pulse" chips from under "Gate - Time"

- 2 wire buttons (On Value 1, Off Value 0) 1 toggle the other not

Wiring

I will be doing the instructions for one square pulse in "**Step 1:**" then the instructions for next one will be in "**Step 2**". The Square Pulse in Step 1 will be

controlling the prop spawner while the Square Pulse in Step 2 will be controlling the thrusters. (Sorry for the messy wiring in the pics)

Step 1: Wire Spawner (Spawn) -> Square Pulse

Square Pulse (Run) -> Button (Toggle)

Square Pulse (Reset) -> Button (Not toggled)

Square Pulse (Max) -> Constant Value (20)

Square Pulse (Pulse Time) -> Constant Value (1)

Square Pulse (Gap Time) -> Constant value (5)

Step 2: All Wire Thrusters (A) -> Square Pulse

Square Pulse (Run) -> Button (Toggle)

Square Pulse (Reset) -> Button (Not toggled)

Square Pulse (Max) -> Constant Value (20)

Square Pulse (Pulse Time) -> Constant Value (3)

Square Pulse (Gap Time) -> Constant Value (3)

How to wire the first chip.

How to wire the second chip.

Operation

In the console type in phys_maxvelocity 8000 (or higher). You need Jinto's Physics Mod for this to work. Press the toggle button then watch as it flings the car across the map. When you are done watching the *car*nage press the toggle button again then the un-toggle button. (Don't worry about the errors in the pictures below they are for this other weird thing I was making at the same time) To make it spawn different objects make the object you want thrown a wire prop spawner and wire it the same way as the car.

Changes/Ideas

1. Arm and throw wire nukes.

2. Have contests to see who can launch the heaviest object the furthest repeatedly.

3. Launch your army into the enemy base.

4. Launch bombs into the enemy base. (See picture below)

*Car*nage	Ouch!
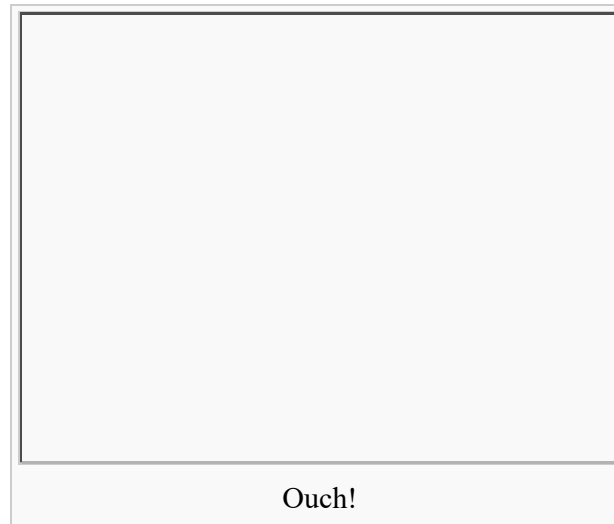
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