

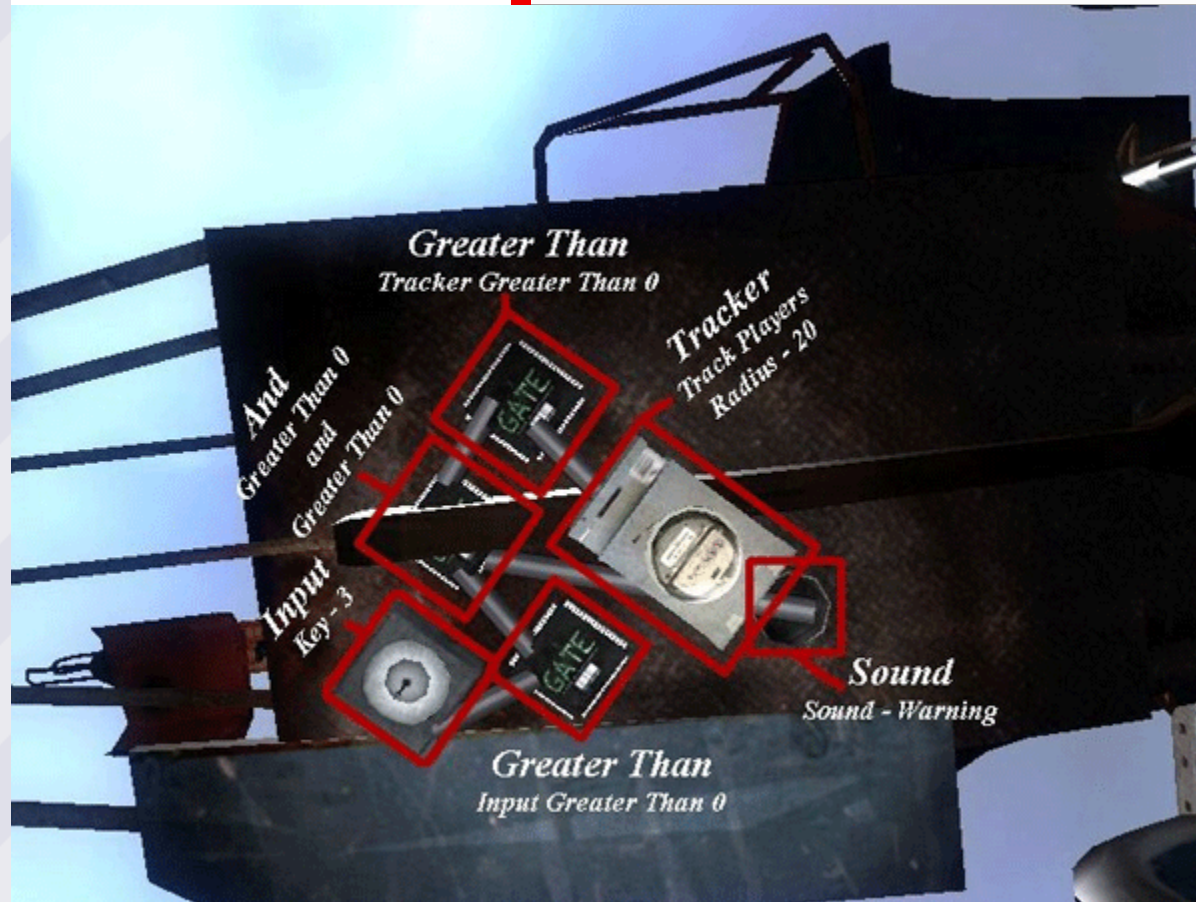
Car alarm

From GMod Wiki



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Reason for deletion: Not what Garry wants the wiki to be used for
Last Edit was made on 11/16/2011



What you need

Target finder

- Set to track players
- Set the radius to 20

Sound emitter

- Set to a sound that you want to go off

Input

- Set to a key that will toggle the alarm off and on
- Check Toggle

Greater than gate X2

- Found in the "Gate->comparison" menu

And gate

- Found in the "Gate->logic" menu

Wiring it

1. Wire a Greater Than to the Input
2. Wire a Greater Than to the Tracker
3. Wire the And to the 2 Greater Thans
4. Wire the Sound to the And

If it is wired correctly then when someone enters your vehicle with the input active the alarm will go off. of course this can be modified to do anything when someone enters your car because all it does is send an output of 1. This output can then trigger anything you want. Be imaginative

Note: Improvement: remove the greater than gates and wire the numpad input and target finder directly to the and gate as they already output 1 or 0.

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