



soft body physics

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This is a read only snapshot of the 22nd of February 2016

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Thread: Prop Placing tutorial

11-11-10

#1

Dennis-W

Guest

Prop Placing tutorial

Old one is corrupted, many thanks to Tdev for fixing the old forum so I could recover!

Prop placing tutorial by Dennis-W

In this tutorial I wil explain how to place props.

this is the line for props im going to use:

```
;ref,x,y,offsetx,offsety,offsetz,rotx,roty,rotz,me sh
0, 0,0, 0, 0, 0, 0, 0, 0, DW-AETNA-DIFF-FRONT.mesh
```

We are only going to use the first 3 values, these are all you need, they are:

Reference node - The base node, used to define the coordinate system

X direction node - The node that defines the X direction

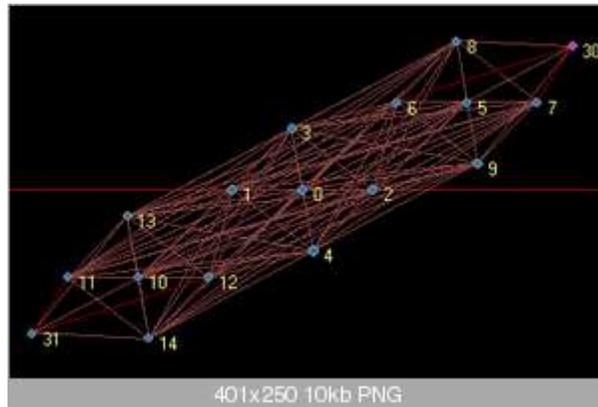
Y direction node - The node that defines the Y direction (for some reason this is the Z axis in AC3D, im not sure what it is in blender.)

[in other words by wheel4hummer]

For this tutorial, we will only be using the first three values, which define the orientation of the prop. The Y-Axis of the prop is aligned with an imaginary line between the reference (ref) node and the "y" node, and the X-Axis of the prop is aligned with an imaginary line between the reference node and the "x" node.

[/in other words by wheel4hummer]

Ok, we start with a Node and beam front axle, Here's mine:

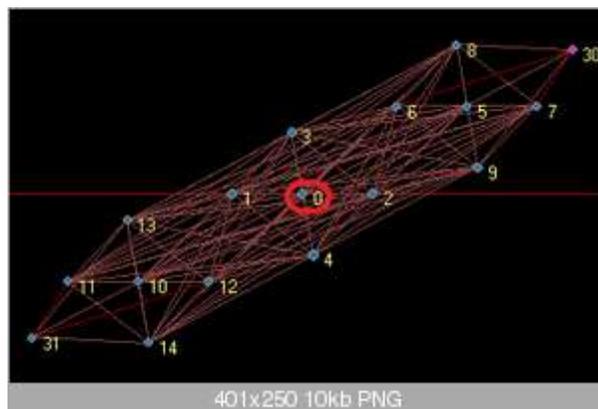


And here's my mesh axle:

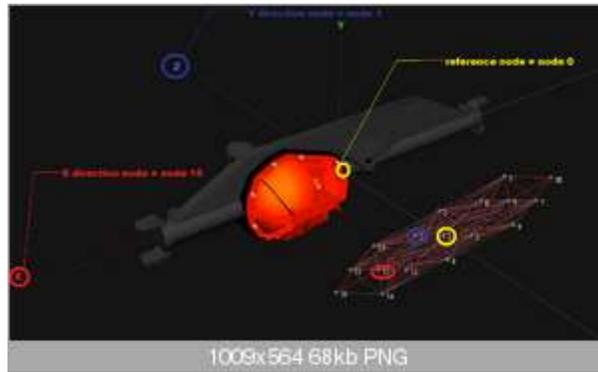


As you can see, I placed it so that the axle is centered around the point where the red, green and blue (X, Y and Z axis) lines come together (somewhere near the yellow circle), this is the point where it will be attached to the "Reference node" This is the first value in the props section.

If you look at the Node and beam axle again you see that the node in exact the middle of the axle is is node 0:



Here is a pic on how to get the reference, X direction, and Y direction nodes:
The yellow is where the X, Y, and Z axis come together, ie. the center.



As you can see I put what's displayed as the Y axis on the Z axis, if you put it on the Y axis it will be turned 90 degrees, so I figured to just use the Z axis for it.

Now we have the numbers:

- # Reference node = 0 (yellow)
- # X direction node = 10 (red)
- # Y direction node = 1 (blue)

so this makes this line that needs to be in the .truck file under the "props" section :

```
;ref x, y, offsetx,offsety,offsetz,rotx,roty,rotz,mesh
0, 10,1, 0, 0, 0, 0, 0, 0, My-Diffhousing.mesh
```

Critique, comments, requests, and questions are welcome .

Last edited by Dennis-W; 02-20-12 at 03:19 PM .

11-11-10

#2

mike-E-boy
Guest

 **Re: Prop Placing tutorial**

Thank you for this nice tutorial dennisw! 😊

11-11-10

#3

Brickman
Guest

 **Re: Prop Placing tutorial**

Thank you (saved page to bookmarks)

07-07-11		#4
OfficerAndrew Guest	 Re: Prop Placing tutorial	<p>Thanks for this tutorial man! Now I can actually feel comfortable with prop placing. 😊</p>
07-15-11		#5
MM98 Guest	 Re: Prop Placing tutorial	<p>What Program is used for the beams and such?</p>
07-19-11		#6
OfficerAndrew Guest	 Re: Prop Placing tutorial	<div style="border: 1px solid #ccc; padding: 5px; margin: 10px 0;">  Originally Posted by MM98 </div> <p>What Program is used for the beams and such?</p> <p>The RoR Editor located in the Wiki.</p>
09-20-11		#7
BLaCK Cloud DiEsel Guest	 Re: Prop Placing tutorial	<p>Thanks dennis this helped out alot!</p>
09-20-11		#8
Lifter Guest	 Re: Prop Placing tutorial	<p>@Dennis-W: wikify this please</p>
10-24-11		#9
Dennis-W Guest	 Re: Prop Placing tutorial	<p>Ouch, the pictures broke, I'll wikify this with pictures as soon as possible.</p> <p>Last edited by Dennis-W; 02-20-12 at 03:23 PM .</p>
02-20-12		#10
Dennis-W Guest	 Re: Prop Placing tutorial	

I found the pictures again and just finished fixing it.

Pictures are now uploaded to the forum, so they should not break again.

05-06-12

#11

Mike45

Guest

 **Re: Prop Placing tutorial**

I don't really get into modding very lot but My cousin is teaching me, so hopefully i will get to your guys leavel.

----- Post added at 01:18 AM ----- Previous post was at 01:18 AM -----

Modding to me seems like a lot of fun. You guys probably do a very great hjob too.

06-16-12

#12

Ma666ot

Guest

 **Re: Prop Placing tutorial**

Damn. I just want a side step on my dodge ram EXT. I cant get ROR editor to work. 😞 😞 😞 😞 😞

06-19-12

#13

WorldWar7

Guest

 **Re: Prop Placing tutorial**

That was really helpful but I'm not sure I completely understood it.