Simple car -2 recipe
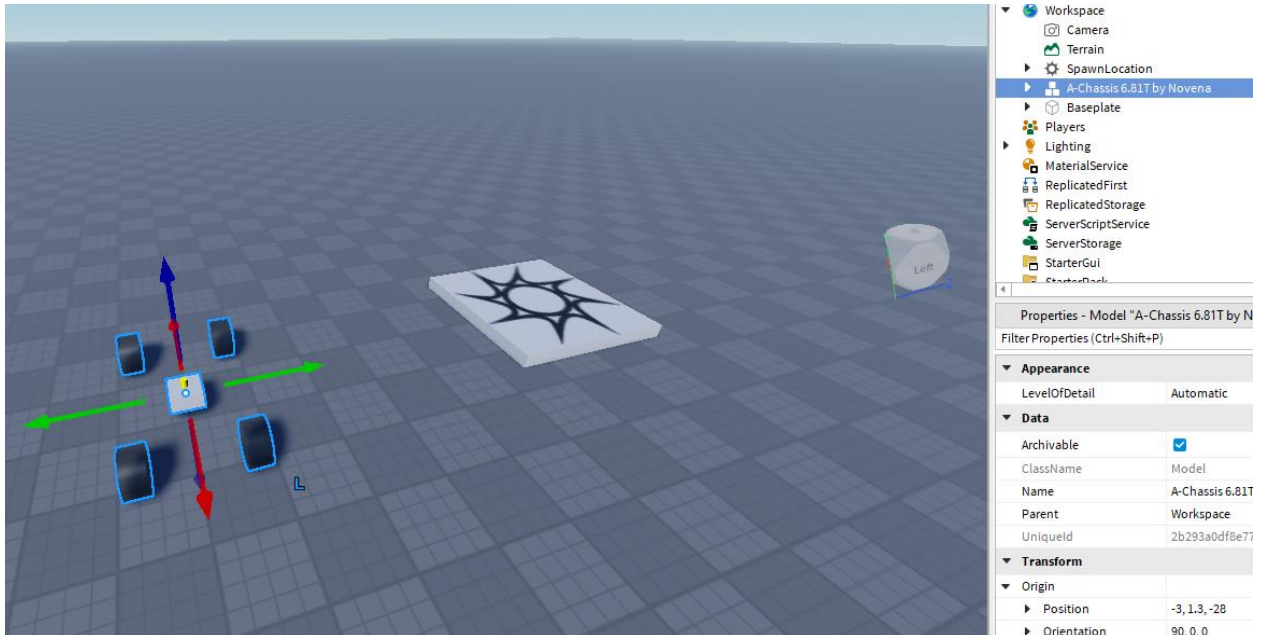
Contents
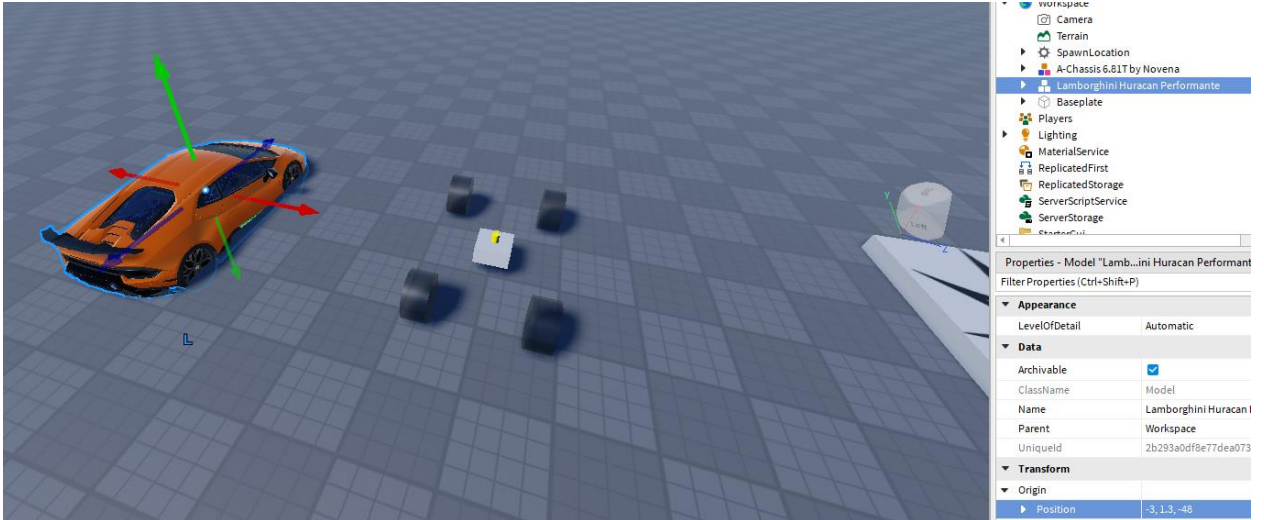
Setup a simple car

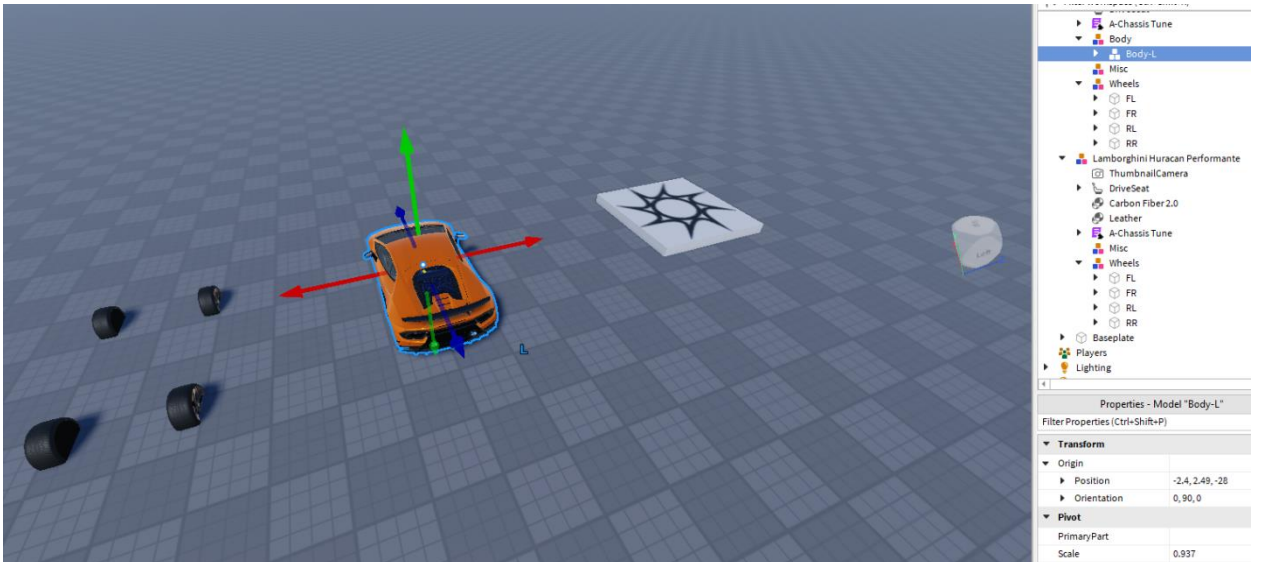1. In toolbox->models search for A-chassis novena. Drag drop it to 3d view.
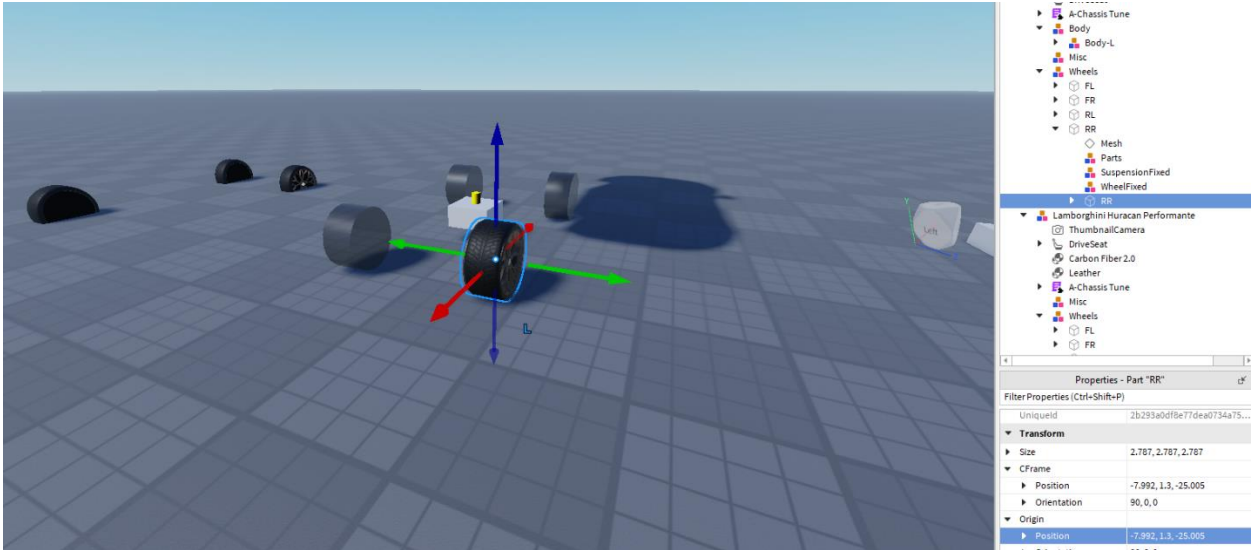2. Position is (-3,1.3,-28) and orientation is (90,0,0)

3.
4. In toolbox->models search for Lamborghini. Drag drop it to 3d view.
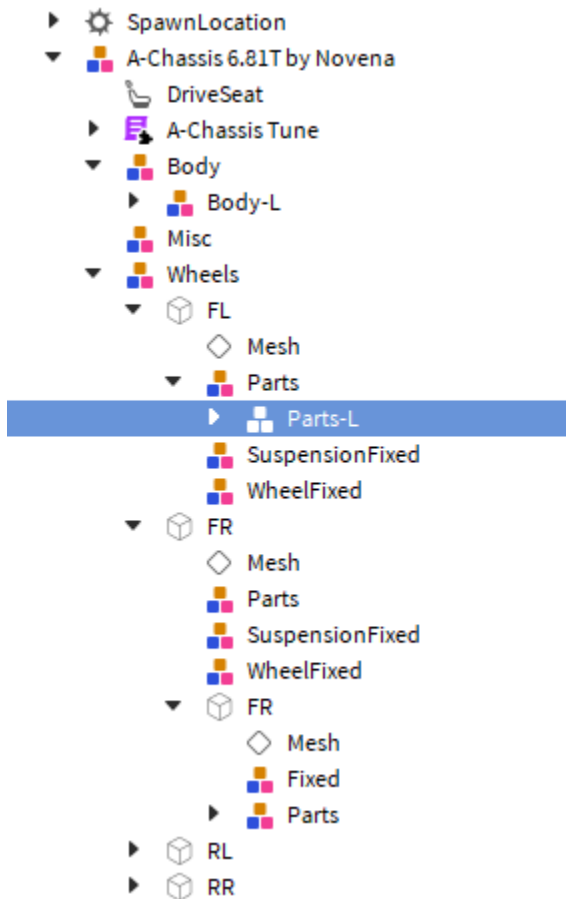5. Set the orientation to (0,90,0) and position to (-3, 1.3, -48)

6.

7. In the explorer, drag and drop the 'Body' under Lamborghini to 'Body' under A-Chassis. Set the scale to 0.937 (adjust such that body fit the A-Chassis wheels) and position to (-2.4, 2.49, -28), also adjust so that wheels of A-Chassis are the right position.

8.

9. Now ensure model-> move is checked and move the Body-L 5 units up (later we will move it back down) so that we have some space to move the wheels.

10. Now, Copy the position of RR of A-Chassis to RR of Lamborghini that has been dragged under, for it's Origin->position. And move the 'rear right' RR wheel from Lamborghini under the RR wheel of A-Chassis.
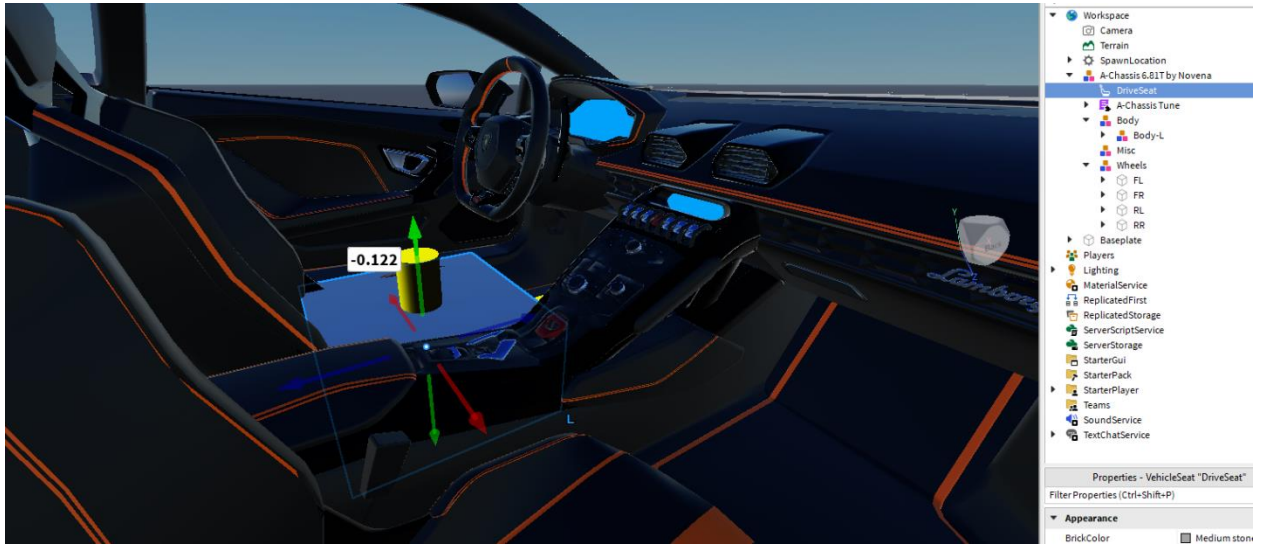
11.

12. Similarly do for other wheels.

13. Note, parts of the wheel from Lamborghini model should be under the parts of the wheel of A-chassis. See FL in image below. Once dragged dropped, FL from Lamborghini can be deleted. Do the same for FR, RL and RR.

14.

15. Bring down the Body-L which we had put up by same amount.

16. Delete the Lamborghini from explorer.

17. Move the DriveSeat to Lamborghini seat and make the transparency 1.

18.

19.

Play

1. Play and see.
2. Gamer must be able to jump into Car, left shift+E to go to first gear and use 'wasd' to drive.