Simple car -2 recipe

Contents

[Setup a simple car 1](#_Toc181028073)

[Play 4](#_Toc181028074)

# 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. A screenshot of a video game

   Description automatically generated
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. A screenshot of a video game

   Description automatically generated
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. A computer game with a computer mouse

   Description automatically generated
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. A computer generated image of a wheel

    Description automatically generated
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. A screenshot of a computer

    Description automatically generated
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. A video game of a car

    Description automatically generated

# 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.