

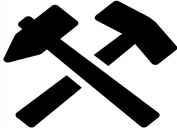


PROCESS SHEET








R-0-1-XIce Frost

GMDD Engineer Academy
The Machinist's Sanctuary




Project:Mouse Aim VECTOR







DWG.#:0000-0004



Language:English

Client:Wiremod Community

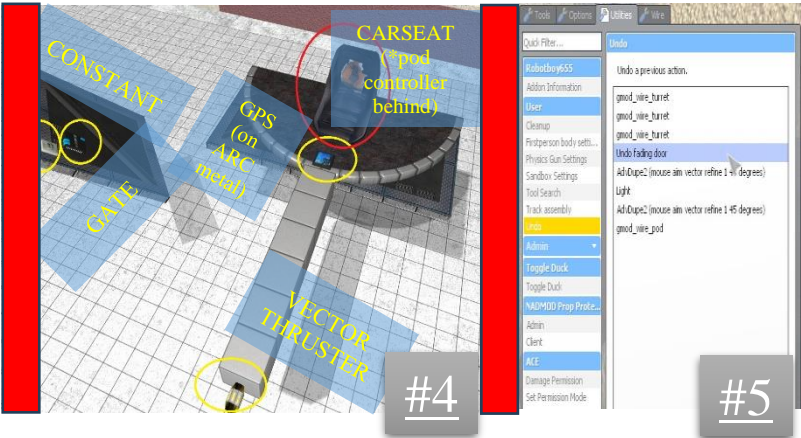






Routines, Sub-Routines, Operations	Description and Remarks	Tools/Menu/Spawnlist etc	Settings/Remarks #2	Picture Board
10	BUILDING MOUSE AIM VECTOR #1 (WEAPONRY TURRET)			<div><div><div>#1</div><div>#1</div><div>#2</div><div>#2</div></div><div><div><div>Ball Socket - Centre</div><div>x & y fixed example</div><div>Force Limit0.00</div><div>Torque Limit0.00</div><div>X Rotation Minimum-45.00</div><div>X Rotation Maximum45.00</div><div>Y Rotation Minimum0.00</div><div>Y Rotation Maximum0.00</div><div>Z Rotation Minimum-45</div><div>Z Rotation Maximum45</div><div>X Rotation Friction0.000000</div><div>Y Rotation Friction0.000000</div><div>Z Rotation Friction0.000000</div></div><div><div><div>#3</div><div>#3</div><div>#3</div><div>#3</div></div><div><div>Exaggerated Example</div><div>It's highlighting metal arc 180°</div><div>IF DONE WRONG</div></div></div></div></div>
A	SPAWN PROPS: <ul style="list-style-type: none">METAL ANGLE180°METAL PLATE1x2CUBE025X150X025	 BUILDER → BASIC		
a	BUILD THE BASE PLATE (REFER TO PICTURE #1)	PRECISION ALIGNMENT (ZOOM IN PDF FOR CLEAR VIEW)		
20	SETTING UP SIMPLE SWIVEL ARM			
A	CONNECT  CENTER OF 	PRECISION ALIGNMENT		
a	WELD DOWN EVERYTHING EXCEPT <ul style="list-style-type: none">CUBE025X150X025	WELD TOOL	<ul style="list-style-type: none">NO COLIDE (ON)	
b	APPLY BALL SOCKET CENTRE ON CUBE025X150X025 AND BALL SOCK IT TO THE BASE OF OUR TURRET. (REFER TO PICTURE #3, VERIFY IT WITH A CONSTRAINT REMOVER)	BALL SOCKET – CENTRE (IF DONE WRONG, IT WON'T SWIVEL CORRECTLY UNLESS YOU FROZE BASE TURRET PROP OR METAL ANGLE 180° TO FIX THE PROBLEM AFTER UNFREEZING EVERYTHING)	<ul style="list-style-type: none">X ROTATION MIN: -45X ROTATION MAX: 45Z ROTATION MIN: -45Z ROTATION MAX: 45THE REST ARE ZERO (REFER TO PICTURE #3 ZOOM PDF FOR CLEAR VIEW)	
c	REPEAT STEP 20b, this time is applied no collide on  	NO COLLIDE		
SEE	NEXT PAGE	SEE	NEXT PAGE	
SEE	NEXT PAGE	SEE	NEXT PAGE	
SEE	NEXT PAGE	SEE	NEXT PAGE	

Prepared by: |R-0-1-X|Ice Frost

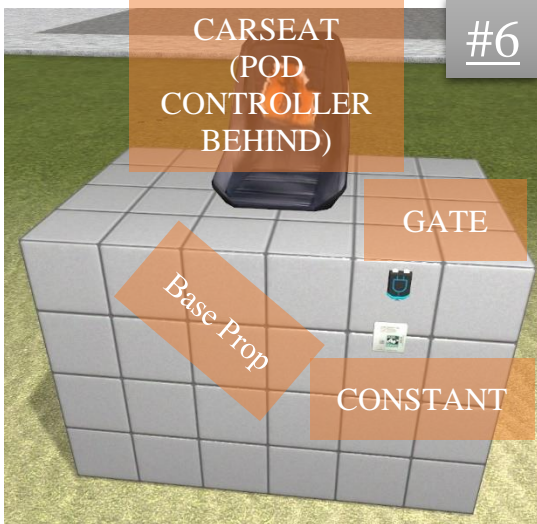
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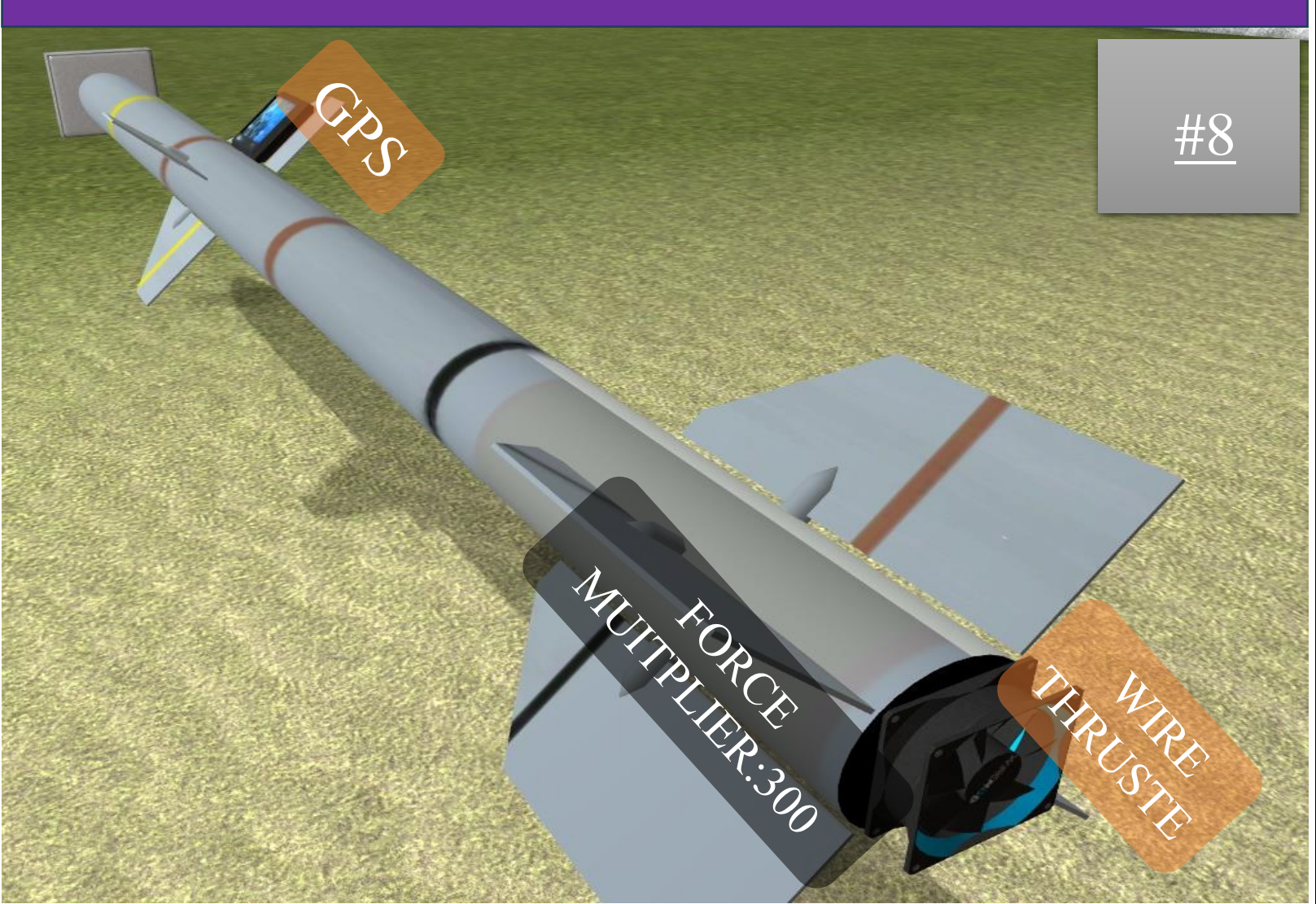
Routines, Sub-Routines, Operations	Description and Remarks	Tools/Menu/Spawnlist etc	Settings/Remarks #2	Picture Board
30	SETTING UP WIREMOD FOR NEXT PHRASE			
A	THE COMPONENTS YOU'LL NEED: <ul style="list-style-type: none"> X1 CONSTANT VALUE X1 POD CONTROLLER X1 VECTOR THRUSTER X1 GPS X1 CAR SEAT X1 GATE SUBSTRACT (VECTOR) *SPECS IN THE BLUEPRINT 	WIREMOD MENU		
a	START BUILDING YOUR CIRCUIT BOARD ON THE RANDOM PROP (NO WIRING YET, REFER TO PICTURE #4)	(ZOOM IN PDF FOR CLEAR VIEW)		
B	WIRING UP OPEATION	WIRING		
a	LINK THE POD CONTROLLER TO THE CAR SEAT	POD CONTROLLER	(RIGHT CLICK ON THE POD & RIGHT CLICK ON THE CAR SEAT)	
b	LINK GATE SUBTRACT TO THE GPS & POD CONTROLLER	<ul style="list-style-type: none"> GATE (A) → GPS (VECTOR) GATE (B) → POD (AimPos) 		
c	LINK VECTOR THRUSTER TO THE GATE & POD CONTROLLER	<ul style="list-style-type: none"> THRUSTER (VECTOR) → GATE (OUT) THRUSTER (MUL) → POD (MOUSE1) 		
d	LINK POD CONTROLLER TO THE CONSTANT VALUE (1)		<ul style="list-style-type: none"> VALUE1: 1 NUMBER DELETE ANY ADDITIONAL VALUES IF THERE IS MULTIPLE VALUES 	
C	SETTING UP THE TURRET			
a	APPLY FADING DOOR ON THE VECTOR THRUSTER & ACTIVE IT		<ul style="list-style-type: none"> TOGGLE ACTIVE 	
b	PUT A TURRET ON THE FRONT CENTER OF 	TURRET (WIRE), PICK THIS MODEL 	FOR MORE ACCURACY	

Routines, Sub-Routines, Operations	Description and Remarks	Tools/Menu/Spawnlist etc	Settings/Remarks #2
c	UNDO THE FADING DOOR (REFER TO PICTURE #5, PAGE 2)	Q MENU → UTILITIES → UNDO FADING DOOR (LEFT CLICK)	
d	UNFREEZE  AND YOU'RE DONE!!!		CONTROLS: LEFT CLICK & HOVER YOUR MOUSE ONCE SEATED
40	BUILDING MOUSE AIM VECTOR #2 (WEAPONRY MISSILE)		
A	SAME SETUP BUT SLIGHTLY DIFFERENT		
a	START BUILDING YOUR CIRCUIT BOARD ON THE RANDOM PROP (NO WIRING UP YET, REFER TO PICTURE #6)		
b	PULL OUT THE EXPLOSIVE FROM WIREMOD MENU (NOT SIMPLE) (REFER TO PICTURE #7)	LOOK FOR THIS GUY 	NO NEED TO TOUCH THE SETTINGS (TINKER IT ONCE YOU HAVE DONE EVERYTHING & TESTED IT)
B	THE COMPONENTS YOU'LL NEED: <ul style="list-style-type: none"> X1 VECTOR THRUSTER X1 GPS X1 GATE SUBTRACT (VECTOR) WIRE THRUSTER (NEW) *SPECS IN THE PICTURE) 	WIREMOD MENU	
a	START PLACING THOSE COMPONENTS AS SHOWN IN THE PICTURE #8 (WE'LL PLACE VECTOR THRUSTER LATER ON)		
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Picture Board



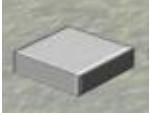



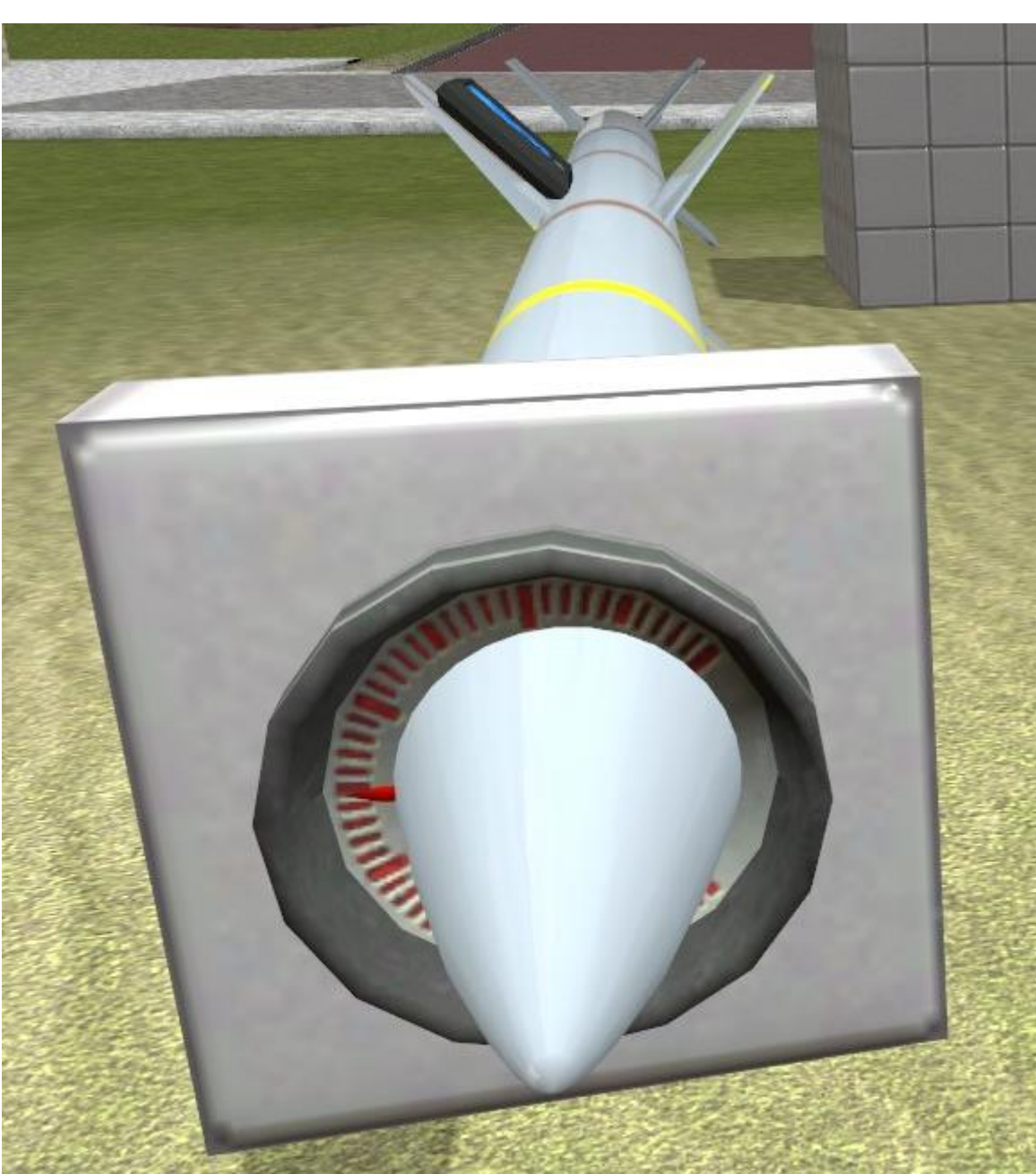


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Routines, Sub-Routines, Operations	Description and Remarks	Tools/Menu/Spawnlist etc	Settings/Remarks #2
b	SPAWN A PROP PLATE025x025 	(Q MENU) BUILDER → PLASTIC	
c	APPLY THE PROP PLATE WITH NO COLLIDE	NO COLLIDE	*MAKE AN OBJECT HAVE NO COLLISIONS WITH ANYTHING BUT THE WORLD (RIGHT CLICK ON THE PROP)
d	PLACE A VECTOR THRUSTER ON THE CENTER OF THE PLATE PROP	PICK THIS LITTLE FELLOW 	FORCE: 100
e	PHYSICS GUN IT THE PLATE PROP AND MOVE IT UNTIL IT'S CENTER THE NOSE OF THE MISSILE (EYEBALL IT)		
f	ONCE YOU'RE FIND IT, APPLY WELD TO THE PLATE PROP & MISSILE (DO IT ONE TIME, VERIFY IT WITH A CONSTRAINT REMOVER IF NECESSARY)	WELD TOOL	
g	CHANGE THE WEIGHT MISSILE TO 1	WEIGHT TOOL	FOR MORE ACCURACY
C	WIRING UP OPEATION		
a	WIRE UP EVERYTHING EXCEPT FOR WIRE THRUSTER & VECTOR THRUSTER (WIRE [VECTOR] FUNCTION THOUGH, NOT MUL)		
b	WIRE VECTOR THRUSTER (MUL) & THRUSTER (A) TO THE POD CONTROLLER	(CHOOSE KEY W FOR CONTROL OR PICK A BIND KEY WHEN ACTIVATED TOGETHER.)	
c	WIRE EXPLOSIVE (DETONATE) TO THE POD CONTROLLER (MOUSE1)		LEFT CLICK MOUSE TO EXPLODE
d	(OPTIONAL) WHEN EVERYTHING WORKING, DECORATE YOUR THRUSTERS SMOKE	<ul style="list-style-type: none"> UNDERWATER EFFECT LIST SOUND MENU 	



Picture Board



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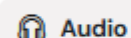
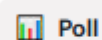
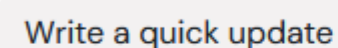
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Welcome to the Machinist's Sanctuary! Here, I craft specialized, uniquely styled engineer documents for Wiremod/ACE (Armored Combat Extended) communities.

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