PROCESS SHEET

|R-0-1-X|Ice Frost

GMOD Engineer Academy
The Machinist's Sanctuary

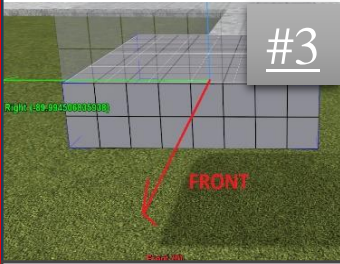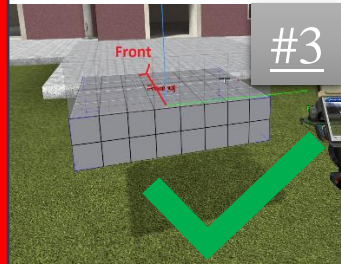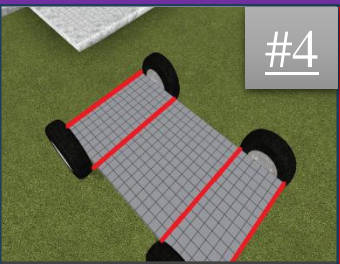**Project:** _ACE Simple Car_   **Language:** _English_

DWG.#: _0000-0005_   **Client:** _Armored Combat Extended_

Routines, Sub-Routines, Operations	Description and Remarks	Tools/Menu/Spawnlist etc	Settings/Remarks #2	Picture Board
10	FINDING NORTH ON A MAP			
A	3 METHODS TO FIND NORTH (SPAWN ANY SPROPS)			
a	USE THE PAINT TOOL TO FIND THE NORTH DIRECTION OF THE MAP (REFER TO PICTURE #1)	PAINT → SMILE	PLACE THE SMILE ON THE GROUND, THE UPWARD SIDE POINTS NORTH (THE WAY IT FACES IS NORTH)	#1 Quick & Dirty Method #1 / #2 Quick & Dirty Method #2 / #3 Drastic Measures / #3 Establishing True North
b	USE YOUR OWN SPRAY (REFER TO PICTURE #2)	PRESS T TO SPRAY	USE THIS METHOD AFTER REMEMBERING THAT THE TOP OF YOUR SPRAY POINTS NORTH.	#4 Consistent Snap Grid / #4 All Symmetrical / #5 Before / #5 After (zoom in PDF for detail view)
c	FIND YOUR NORTH POSITION ON THE MAP, THEN USE THE STACKER TOOL TO LOCATE THE TRUE NORTH FACE OF THE PROP/YOUR SETUP (REFER TO PICTURE #3)	STACKER - IMPROVED	Turn the prop to the opposite side if the 'front' label points at you. If it's already on the opposite side, do nothing.	
20	BUILDING THE SIMPLE CAR PART 1			
A	SPAWN PROPS: • RECT_72X144X3 • T_WHEEL30	SPROPS → PLATES NORMAL SPROPS → TRANSPORTATION	HOVER YOUR MOUSE OVER A PROP IN Q MENU TO SEE ITS NAME. USE MY SPROP SIZE OR FACE TROUBLESHOOTING ALONE.	
a	ORIENT YOUR SETUP BUILD NORTH TO SECURE CONSTRAINTS FOR FUTURE DUPLICATIONS		TO AVOID DISRUPTING CONSTRAINTS (AXIS CENTRES, BALL SOCKETS ETC.)	
b	START ATTACHING THE WHEELS TO YOUR BASE PLATE (REFER TO PICTURE #4)	PRECISION OR PRECISION ALIGNMENT (ADVANCE USER)	• MOVE • HOLD E TO ACTIVE SNAP • LEFT CLICK	

Routines, Sub-Routines, Operations		Description and Remarks	Tools/Menu/Spawnlist etc	Settings/Remarks #2	Picture Board
	c	PUSH THE WHEELS CLOSER FOR BETTER BASE CONTACT (REFER TO PICTURE #5)	PRECISION	APPLY → PUSH/PULL: 50 → RIGHT CLICK (RIGHT CLICK TO PUSH OR PRESS R TO PULL)	
	d	CREATE A DUPLICATE OF YOUR CAR FOR TESTING PURPOSES.	ADVANCE DUPLICATOR 2	HOLD SHIFT + RIGHT CLICK & RIGHT CLICK TO COPY (A GREEN BOX WILL APPEAR, COPYING THE SIZE INSIDE IT.)	
B		SETTING UP THE CONSTRAINTS			
	a	APPLY THE AXIS CENTER TO THE WHEELS FROM THE SIDE VIEW, NOT THE TOP, AND USE THE BASE PLATE FOR ALL CONSTRAINTS. (REFER TO PICTURE #6)	AXIS CENTRE	• FORCE LIMIT: 0 • TORQUE LIMIT: 0 • ROTATION FRICTION: 0 • NOCOLIDE: ON	
	b	TEST EACH WHEEL INDIVIDUALLY USING YOUR PHYSGUN OR PUT A THRUSTER ON TOP TO ENSURE IT SPINS SMOOTHLY.		HOLD "E" AND LEFT-CLICK, THEN FLICK YOUR MOUSE UP OR DOWN ON THE WHEEL AND RELEASE EVERYTHING.	
	c	CONTINUE THE STEPS IF CORRECT; IF NOT, REVISE CONSTRAINTS AND USE YOUR BACKUP COPY. (REFER TO PICTURE #7)	ADVANCE DUPLICATOR 2	REMOVE YOUR ENTIRE BUILD AND TRY AGAIN.	
30		BUILDING THE SIMPLE CAR PART 2			
A		ENGINE, GEAR, FUEL & DRIVER SETUP			
	a	PLACE THE 2400CC V-TWIN ON THE BASE PLATE (CHOOSE FWD OR RWD FOR YOUR CAR REFER TO PICTURE #8)	ACE MENU	MOBILITY → ENGINES → 2400CC V-TWIN	
	b	PLACE THE DIFFERENTIAL, SMALL ON THE BASE PLATE (REFER TO PICTURE #8)	ACE MENU	GEARBOXES → DIFFERENTIAL, SMALL • GEAR: 1 • FINAL DRIVE: 0.1	
	c	PLACE THE FUEL TANK ON THE BASE PLATE	ACE MENU	MOBILITY → FUEL TANKS → PETROL (PICK YOUR SIZE OR USE TANK CONFIG LEGACY)	
	d	PLACE THE DRIVER ON THE BASE PLATE	Q MENU	ENTITIES → ACE CREW SEATS → DRIVER	
	e	PLACE THE CAR SEAT ON THE BASE PLATE	Q MENU	VEHICLES → CHAIRS → AIRBOAT SEAT OR (SPAWN YOUR FAVORITE CHAIR)	
	f	WELD DOWN ACE MISC. & CAR SEAT ON THE BASE PLATE	WELD	FOR ADVANCE USER USE WELD-SMART OR OPTIWELD (I PREFER THIS ONE)	

Side Wheel #6 | Top Wheel #6 | Incorrect Constraints #7 | Rear-Wheel Drive (e.g.) #8

Front-Wheel Drive (e.g.) #8

Routines, Sub-Routines, Operations	Description and Remarks	Tools/Menu/Spawnlist etc	Settings/Remarks #2	Picture Board
40	**BUILDING THE SIMPLE CAR PART 3**			
A	SETTING UP THE ACE MISC.			#9
a	LINK THE DRIVER TO ENGINE	ACE MENU	RIGHT CLICK ON DRIVER & ENGINE	
b	LINK THE FUEL TANK TO ENGINE	ACE MENU	RIGHT CLICK ON FUEL & ENGINE	
c	LINK THE ENGINE TO DIFFERENTIAL	ACE MENU	RIGHT CLICK ON ENGINE & GEARBOX	
d	LINK THE GEARBOX TO WHEELS (REFER TO PICTURE #9)	ACE MENU	RIGHT CLICK ON GEARBOX & WHEEL. REPEAT THIS STEP FOR OTHER WHEEL	The Result
50	**BUILDING THE SIMPLE CAR PART 4**			
A	SETTING UP THE WIREMOD MISC. PART 1	WIRING TOOL		
a	FUEL TANK TO CONSTANT VALUE	**ACTIVE → 1**	#1 CONSTANT VALUE: 1	
b	ENGINE TO CONSTANT VALUE	**ACTIVE → 1**	#1 CONSTANT VALUE: 1	
c	ENGINE TO INCREMENT/DECREMENT GATE	**THROTTLE → OUT**		
d	GATE INCREMENT/DECREMENT TO CONSTANT VALUE	**A → 1**	#2 CONSTANT VALUE: 5	
e	LINK THE POD CONTROLLER TO CAR SEAT	POD CONTROLLER	RIGHT CLICK ON POD CONTROLLER & THE CAR SEAT	
f	GATE INCREMENT/DECREMENT TO POD CONTROLLER	INCREMENT → PREV**WEAPON**		
g	GATE INCREMENT/DECREMENT TO POD CONTROLLER	INCREMENT → NEXT**WEAPON**		
B	WIREMOD THRUSTERS & LATCHES			
a	LEFT THRUSTER & RIGHT THRUSTER TO POD CONTROLLER	**A → A (KEY)** **A → D (KEY)**	FORCE MUL: 4000 (REASONABLE FOR BASE PLATE WEIGHT OF 70)	
b	CENTER BACK THRUSTER TO NEGATE GATE	**A → OUT**		
c	LEFT LATCH & RIGHT LATCH TO POD CONTROLLER	**ACTIVE → SPACE**	LATCH YOUR BACK WHEELS (X2)	
C	SETTING UP THE WIREMOD MISC. PART 2	WIRING TOOL		
a	GATE NEGATE TO LESS THAN GATE	**A → OUT**		

Routines, Sub-Routines, Operations	Description and Remarks	Tools/Menu/Spawnlist etc	Settings/Remarks #2
b	GATE LESS THAN TO INCREMENT/DECREMENT GATE	A → OUT	
c	GATE LESS THAN TO CONSTANT VALUE	B → OUT	#3 CONSTANT VALUE: 0
D	DUPLICATE YOUR BUILD & APPLY MAKE SPHERICAL TO ALL WHEELS		
a	COPY YOUR BUILD	ADV.2	
b	TEST YOUR CAR		
c	APPLY MAKE SPHERICAL TO ALL WHEELS	MAKE SPHERICAL	
d	YOU'RE DONE!!! 🤼 SUB TO MY YOUTUBE FOR THAT MOTIVATION, 'CAUSE THIS CONTENT TAKES MAD EFFORT AND SHOWCASES MY DIGITAL SKILLS!		TO VIEW YOUR ENGINE'S STATS, PRESS "C," HOVER YOUR MOUSE OVER THE ENGINE, RIGHT-CLICK, AND THEN LEFT-CLICK ON THE DEBUG OPTION.
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60	TROUBLE SHOOTING CHART		SEE THE PICTURE BOARD
A	TROUBLE SHOOTING CHART		SEE THE PICTURE BOARD

Picture Board

Basic Diagnostics → Redo constraints; ensure wheels spin smoothly.

Throttle problems? → Adjust the base plate's weight

OR

If the car experiences a technical issue…

OR

Car's spinning/chattering → Reduce the final drive gradually

Make sure nothing is colliding.

If all else fails, redo everything or get help from experienced builders on Discord's ACE (Armored Combat Extended) or ACF (Armored Combat Framework) —I'm with ACE by coincidence

R-O-1-XIce Frost
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Interest Among Gmod Engineers/ Programmers in My Content

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How many of you seek my digital skills or expertise tailored to niche GMOD players in Wiremod, ACF, and ACE communities?

About

Yo, welcome to the Machinist's Sanctuary! I whip up dope, unique engineering docs for Wiremod/ ACE crews. Sick of long GMOD YouTube tutorials...

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R01XIceFrost / README.md

- 🎮 Games I grew up playing: Counter Strike 1.3, Crossfire, CSS, HL1, Starcraft 1, Dota 1 (Warcraft 3), Red Alert 2, C&C Generals, Flash games, Dragon Nest, ArcheAge, Black Desert Online, GTA San Andreas, Stalker series.
- 💻 My first Linux distro is Manjaro, based on Arch Linux!
- 🧑 Older Gen Z (The last generation 😵💀😵)
- .*♫*. I can play acoustic guitar & harmonica

|R-0-1-X|Ice Frost
R01XIceFrost

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CNC/Manual Machinist & Tech Enthusiast
=========================
Languages: Filipino/Québécois
FR/ENG/JAP

𝕏 @IceFrostR01
👾 u/LilithR02R1
▶ @R-0-1-XIceFrost
🔗 https://steamcommunity.com/id/Walking-Tactics-Manual/

Pinned

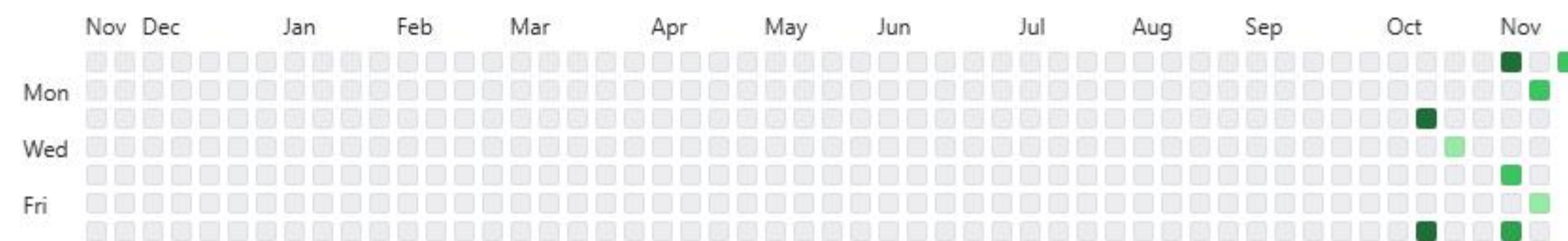**Auto-Page-Turner-Your-Texts-Notes-AR-Glasses** Public

● Python

GMOD-Engineer-Academy-The-Machinist-s-Sanctuary Public

GMOD Documentation (Engineer Style) regarding Wiremod & ACE (Armored Combat Extended)

● Lua

58 contributions in the last year

	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov
Mon													
Wed													
Fri													

My GitHub https://github.com/R01XIceFrost