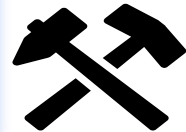


PROCESS SHEET



|R-0-1-X|Ice Frost

GMOD Engineer Academy
The Machinist's Sanctuary



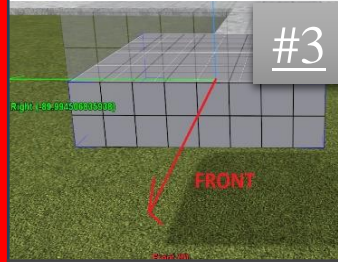
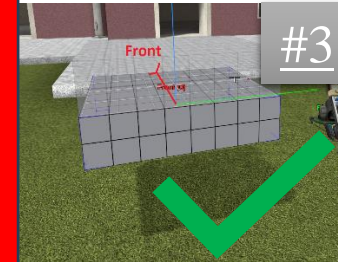

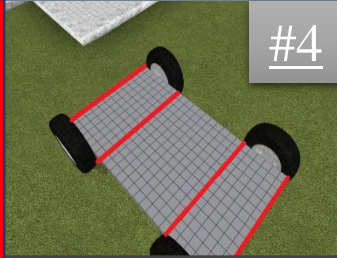

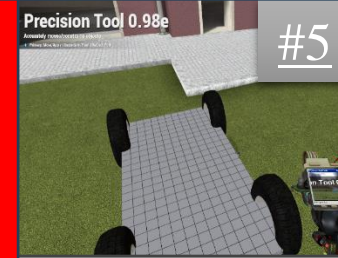


Project: ACE Simple Car (FPGA) **Language:** English

DWG.#: 0000-0006

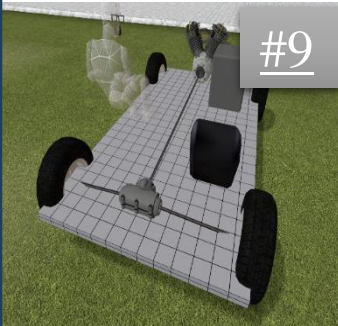
Client: Armored Combat Extended



Routines, Sub-Routines, Operations		Description and Remarks	Tools/Men u/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)				
					Quick & Dirty Method #1	Quick & Dirty Method #2	Drastic Measures	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.				
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.				
					Consistent Snap Grid	All Symmetrical	Before	After (zoom in PDF for detail view)
20		BUILDING THE SIMPLE CAR PART 1						
A		SPAWN PROPS: <ul style="list-style-type: none">RECT_72x144x3T_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)	<ul style="list-style-type: none">MergeHold E to Active SnapLeft Click				


Routines, Sub-Routines, Operations	Description and Remarks	Tools/Men u/Spawnlist etc	Settings/Remarks #2
40	BUILDING THE SIMPLE CAR PART 3		
A	SETTING UP THE ACE MISC.		
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
50	BUILDING THE SIMPLE CAR PART 4		
A	SETTING UP THE WIREMOD MISC.	WIRING TOOL	
a	FUEL TANK TO FPGA	ACTIVE → ACTIVE FUEL 1ST	
b	ENGINE TO FPGA	ACTIVE → ACTIVE ENGINE 2ND	
c	ENGINE TO FPGA	THROTTLE → THROTTLE	
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	FPGA TO POD CONTROLLER	THROTTLE UP → PREVWEAPON	
g	FPGA TO POD CONTROLLER	THROTTLE DOWN → NEXTWEAPON	
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 FPGA	A → BACK THRUSTER	
c	LEFT LATCH & RIGHT LATCH TO POD CONTROLLER	ACTIVE → SPACE	LATCH YOUR BACK WHEELS (X2)
C	SETTING UP THE ADVANCED SCREEN	WIRE MENU	<u>SPECS IN THE DRAWING</u>

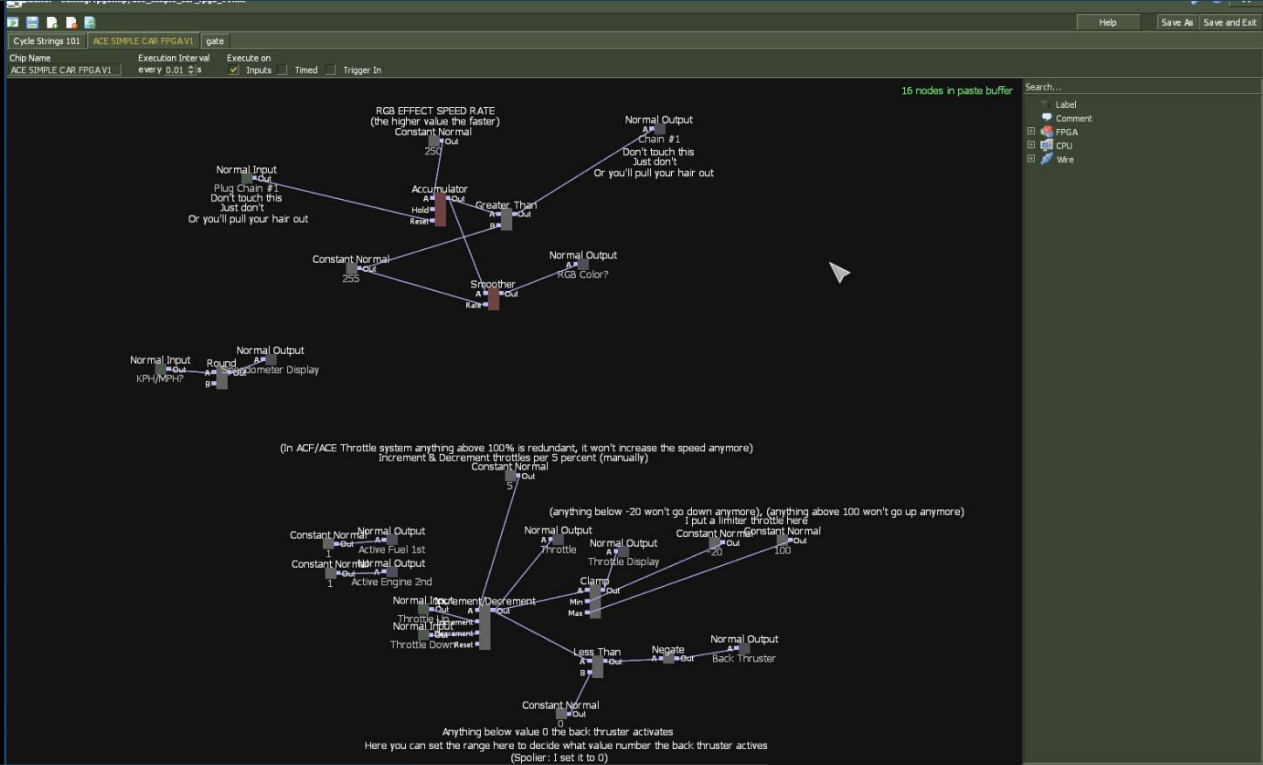
Picture Board



#9

The Result

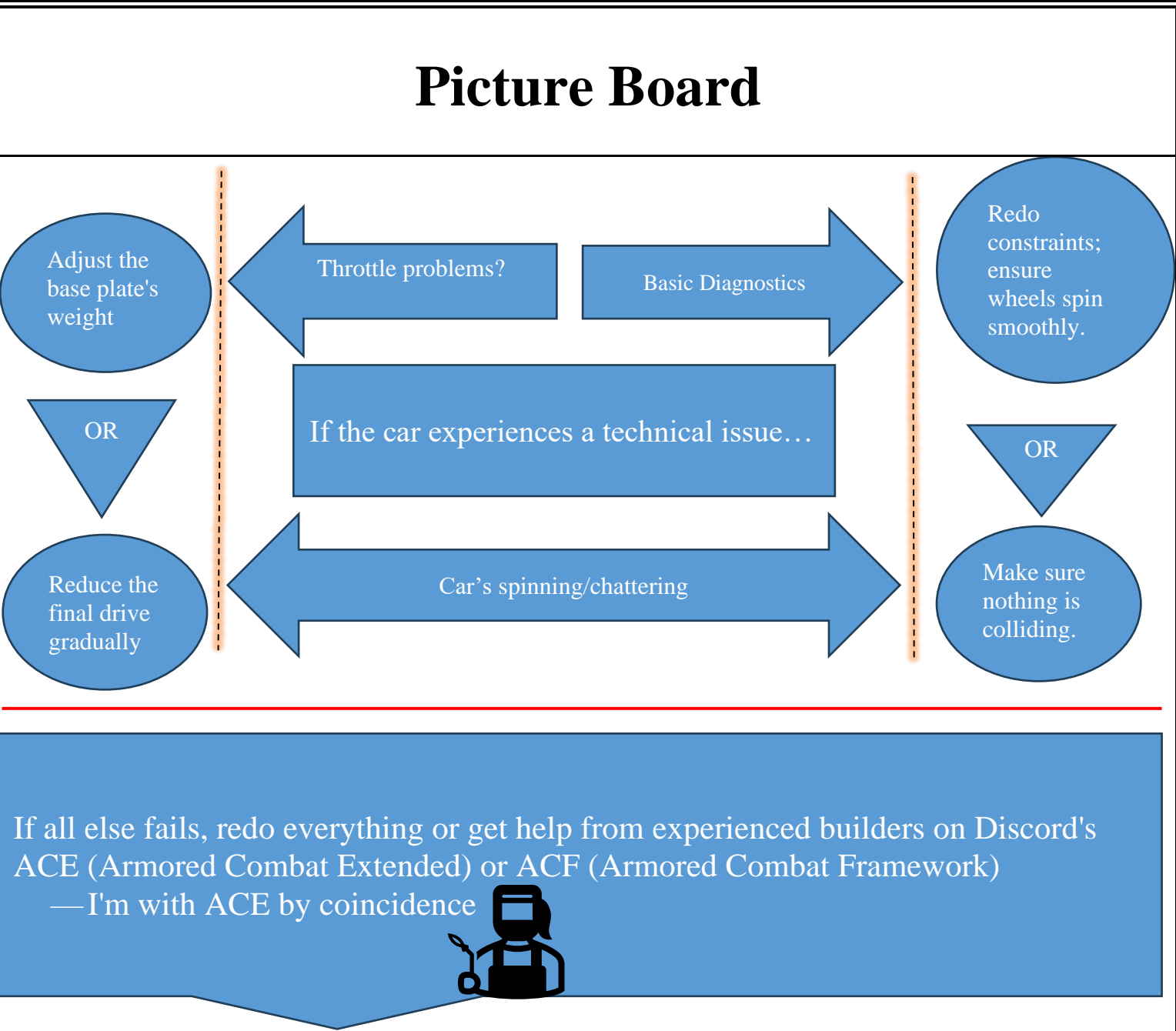




16 nodes in paste buffer

INSIDE MY FPGA CHIP!


Routines, Sub-Routines, Operations	Description and Remarks	Tools/Men u/Spawnlist etc	Settings/Remarks #2
a	PLUG CHAIN #1 TO CHAIN #1	PLUG CHAIN #1 → CHAIN #1	(LEFT CLICK ON THE FPGA & LEFT CLICK AGAIN ON FPGA WIRING TOOL IN HAND)
b	#1 ADVANCED SCREEN TO FPGA	<ul style="list-style-type: none"> A → SPEEDOMETER DISPLAY BLUE → RGB COLOR? 	<u>SPECS IN THE DRAWING</u>
c	#2 ADVANCED SCREEN TO FPGA	<ul style="list-style-type: none"> A → THROTTLE DISPLAY RED → RGB COLOR? 	<u>SPECS IN THE DRAWING</u>
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





R-O-1-XIce Frost

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0% of \$100 goal

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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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/>

Overview Repositories 3 Projects Packages Stars 1

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

Pinned

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

Python

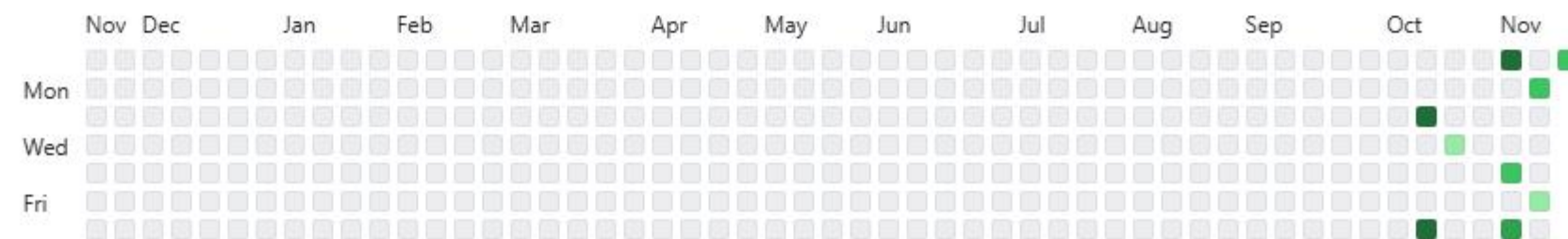
GMOD-Engineer-Academy-The-Machinist-s-Sanctuary

Public

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

Lua

58 contributions in the last year



My GitHub <https://github.com/R01XIceFrost>