

# Things you can do in *Rigs of Rods*

A short introduction

# What is Rigs of Rods?

- Rigs of Rods is a realistic multi-simulator.
- Primarily a truck simulator, it can also simulate cars, cranes, airplanes, boats, bridges, and any arbitrary construction.
- Vehicles chassis and wheels are simulated in real-time as flexible objects, giving the simulation an extremely accurate behavior, while allowing the vehicles to be simply specified structurally.
- Gameplay is emergent and takes place in a virtual 9km<sup>2</sup> sandbox environment.
- Rigs of Rods is a two-year, one man hobby project, still ongoing.

# Offroad exploration

**Tip:**

You can use the mouse to move overturned vehicles (click and drag).



- Pick any vehicle and enjoy the physics in an open environment

# On road exploration



- Test how you handle various vehicles on challenging roads

# Racing against the clock



- Beat the clock while trying to stay in one piece

**Tip:**

All races are round courses  
except the one on the *Island* map

# Rescuing, repairing



**Tip:**

Press R from anywhere to join the rescue vehic.

- If you break a vehicle, take it back to the repair service

# Pulling Trailers



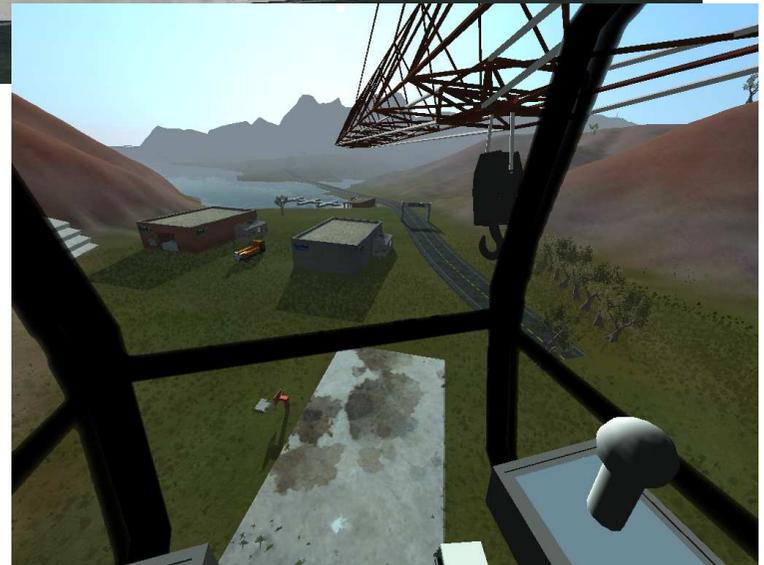
- Pull semi and dolly trailers

# Handling Cargo



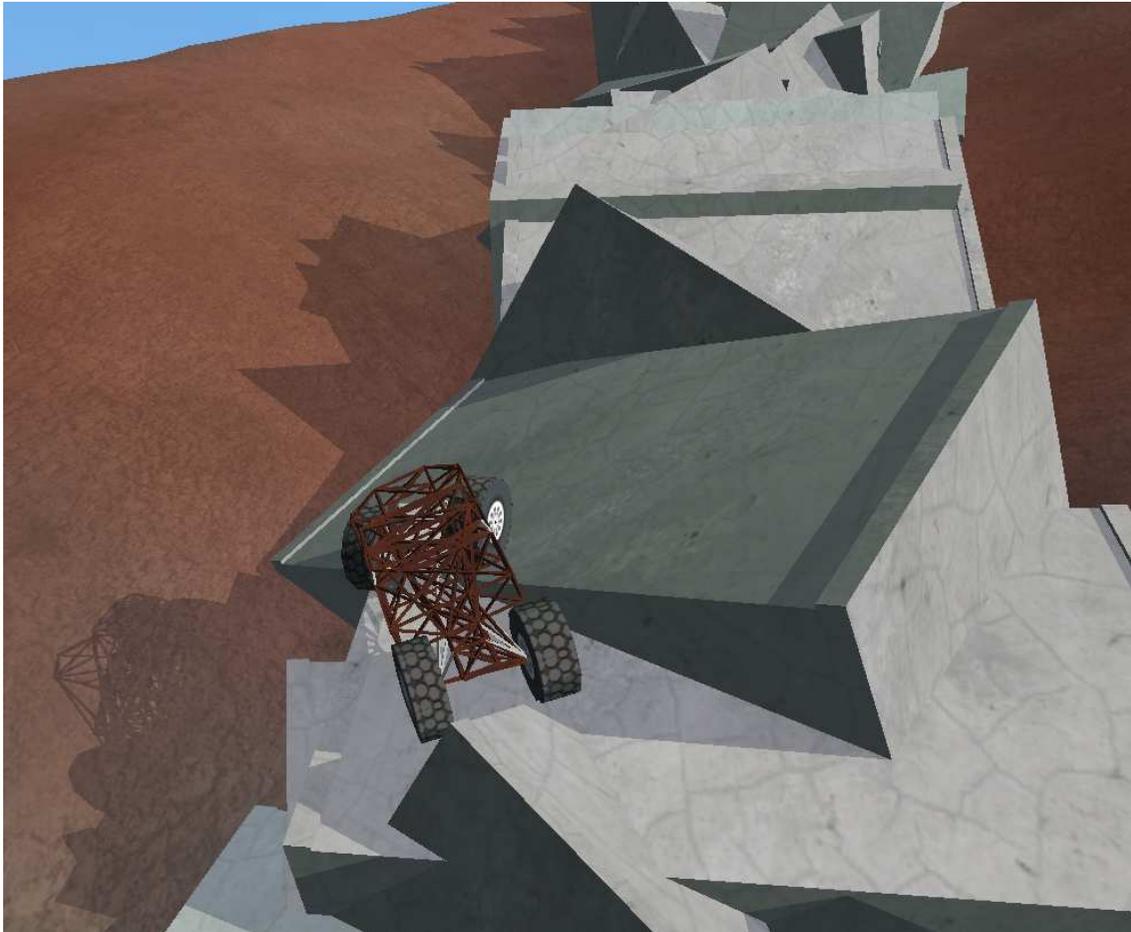
- Experiment with various real-world self-loading systems

# Operating Cranes



- Lift and transport objects with mobile and fixed cranes

# Rock Crawling



**Tip:**

Rock crawling course is only available in the *Aspen Grove* terrain.

- Test your nerves on the most realistic (accidental) rock-crawling simulator to date!



# Flying!

**Tip:**

Click on the **on** buttons to start the engines.



- State of the art flight model based on blade element theory, with wing flex and damages

# Air cargo



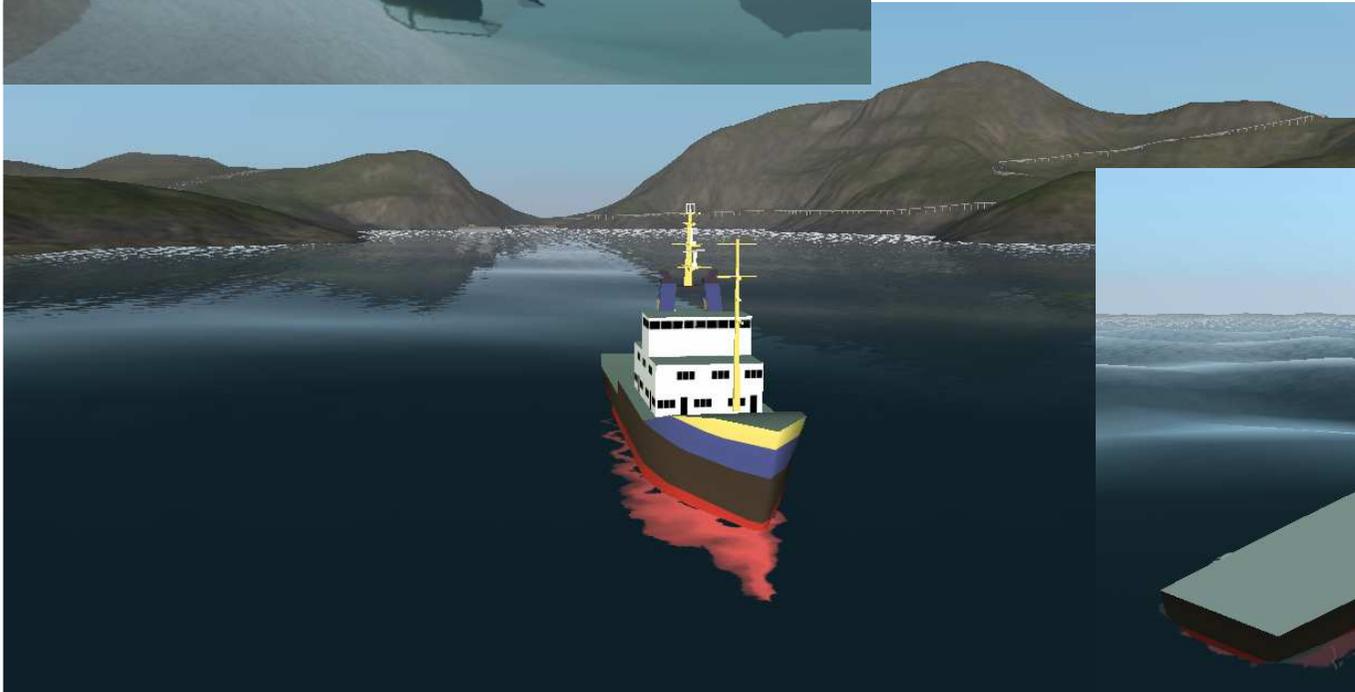
- Transport vehicles by air

# Sailing

**Tip:**

Island is the best terrain for sailing.

Highest waves are farthest from the terrain.



- Experience high sea swell
- Precise buoyance effects by real-time hull hydrostatic gradient model

# Crashing things



## Tip:

Press I to reset a vehicle.  
Press T to see how many  
beams are broken

- Things can break, and *will* break if you don't drive or fly carefully

# Quick start 1/2

- Main keys
  - Enter: enter/leave a vehicle
  - Arrows: turn and accelerate
  - Page up/Page down: transmission control
  - Numeric keypad and C: camera control
  - Hydraulic actuators: Function keys
  - L and O: locking and roping
  - Tab: show map
  - Escape: quit game
- Much more keys, see keyboard reference document

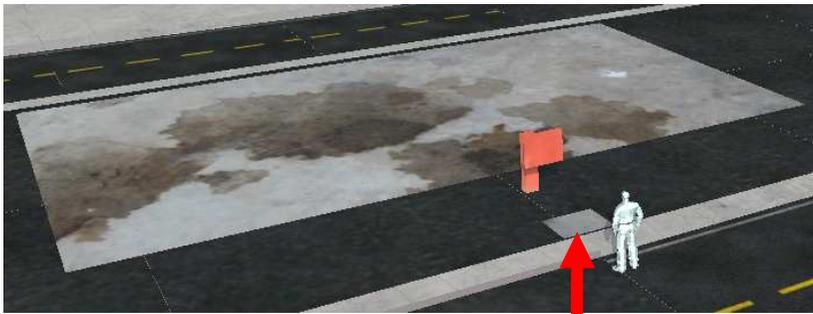
# Quick start 2/2



To pick a car or truck



To pick an airplane



To pick a trailer or a piece of cargo



To pick a boat

- How to spawn a vehicle: walk into these buildings

# Joining the community

- Visit the forum:
  - <http://forum.rigsofrods.com/>
- Download more vehicles from the repository:
  - <http://repository.rigsofrods.com/>
- Create or modify your own vehicles using many tutorials and instructions:
  - <http://wiki.rigsofrods.com/>

# History of Rigs of Rods

- March, 2005: First physics experiments
- April, 2005: First wheel turn, almost a surprise!
- August, 2005: First public release
- August, 2006: Flight model added
- November, 2006: Linux port
- February, 2007: Boat model added
- April, 2007: Official forums and repository launched
- April, 2007: Network mode tests
- August, 2007: Thomas joins the development (we are two now!)
- October, 2007: Submit to the Independent Game Festival

# The future

- Multiplayer mode
- Improved terrains
- Gameplay:
  - Missions System
- Improving Flight System
- Editors:
  - Better Truck and Terrain Editors

# Credits

Concept, Programming, Art, Physics:  
Pierre-Michel Ricordel

Additional programming,  
forum and repository hosting:  
Thomas Fischer

Additional art:  
Jacob, SLander, M. Cords and the RoR community

3D graphics engine:



3D Sound:



Atmospheric fx:



Grass and Trees  
rendered using  
Paged Geometry  
engine