

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 9km² 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



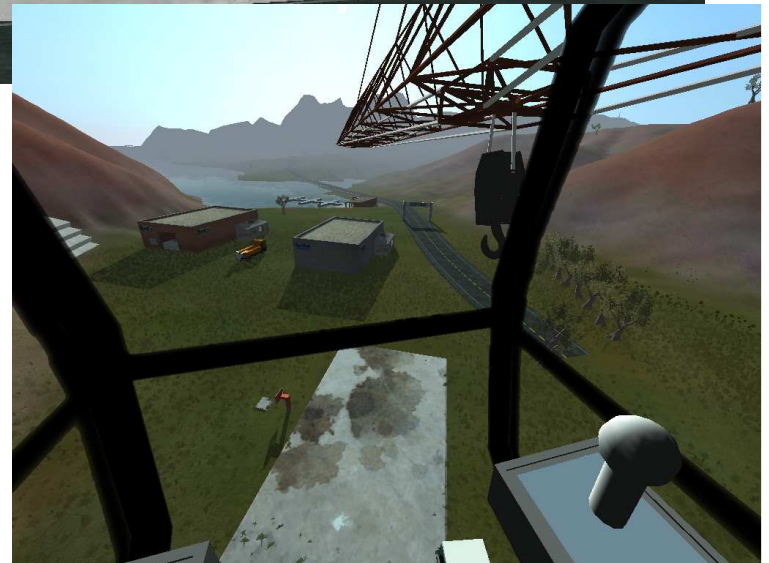
- Pull semi and dolly trailers

Handling Cargo



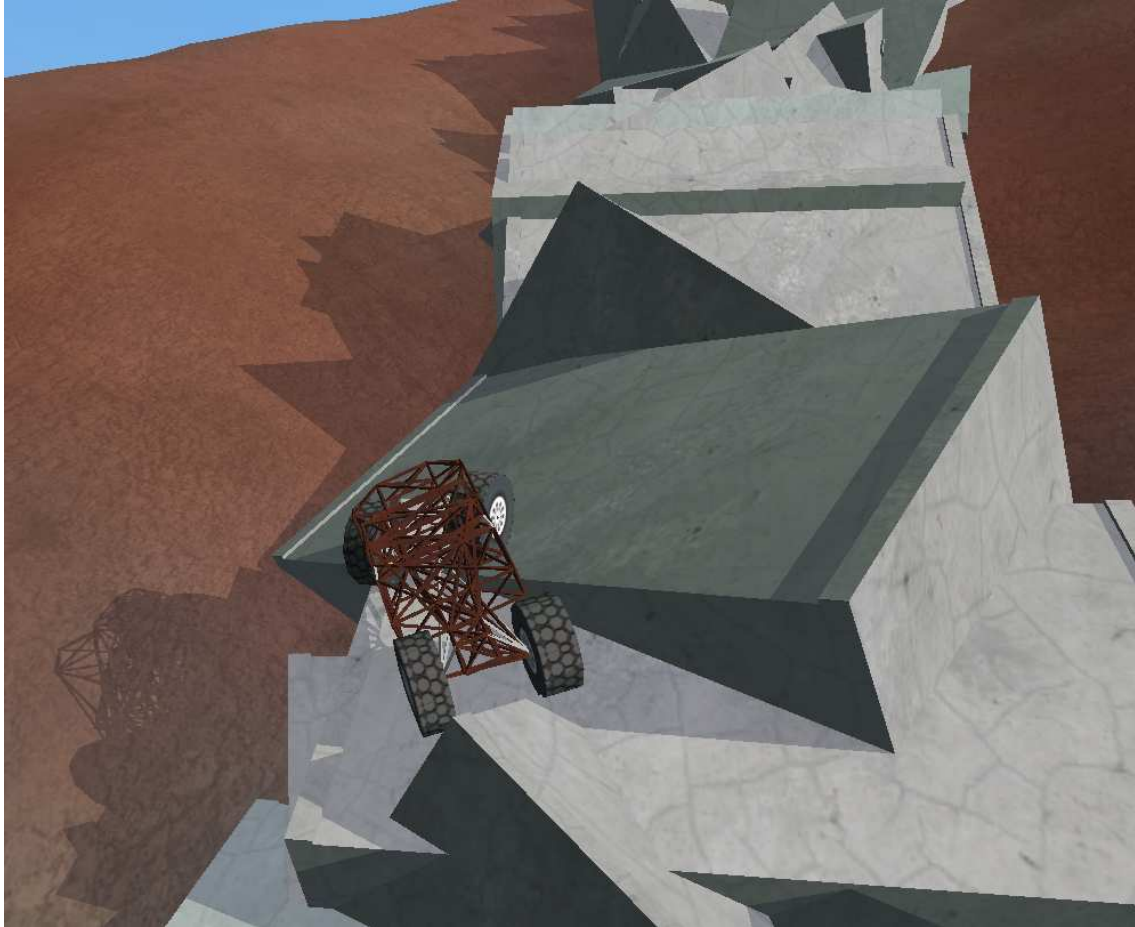
- Experiment with various real-world self-loading systems

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

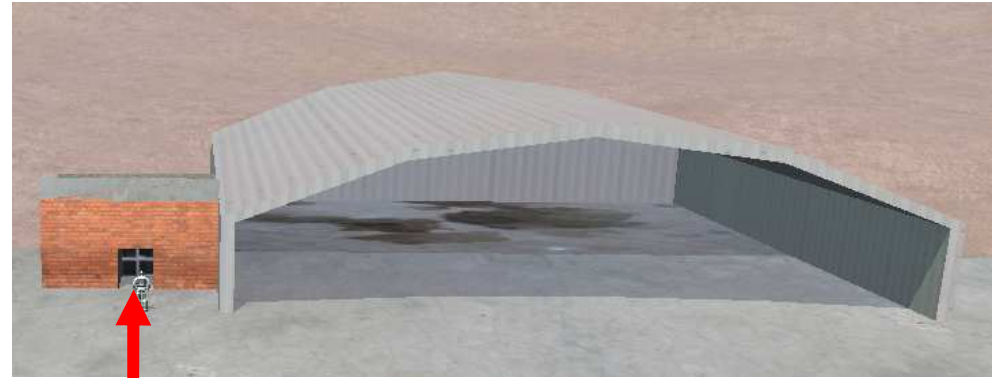
Quick start 1/2

- 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