DEMAG ZKKE Manual by sputnik_1

Version 3

Some rules:
You may:
- place this on your map and release this map with all files in the "Copy content in Map zip (Read Readme!)" folder. Do not include any load or fixed files! Please give credits.
- repaint the crane and upload your skinzip to the RoR Repository

You may not:
- skip the installation part of this manual, it's more complex compared to other mods
- modify or steal the mesh files

Requirements
- **at least RoR 0.38.33**
- WinRar, Winzip, 7-Zip or any other zip program
- Some basic knowledge about editing files and zips

One important thing: Due to a known bug in RoR versions <0.39.7 the crane will destroy loads with commands (e.g. Nooteboom Trailer). To avoid this always activate the physics of the load by driving a truck with forwardcommands near to it. After that you can use the crane. The same applies for the doors of the warehouse, they will be damaged when activating them by a vehicle without forwardcommands or the crane! I didn't add forwardcommands to this crane because the commands are always interfering with other mods.

Installation:
1) Copy the downloaded file to C:\Users\your_username\Documents\Rigs of Rods 0.38\packs
2) Open the downloaded zip file <u>and</u> the zip file of the map you want to place the crane on. Use WinRar, Winzip, 7-Zip for that.
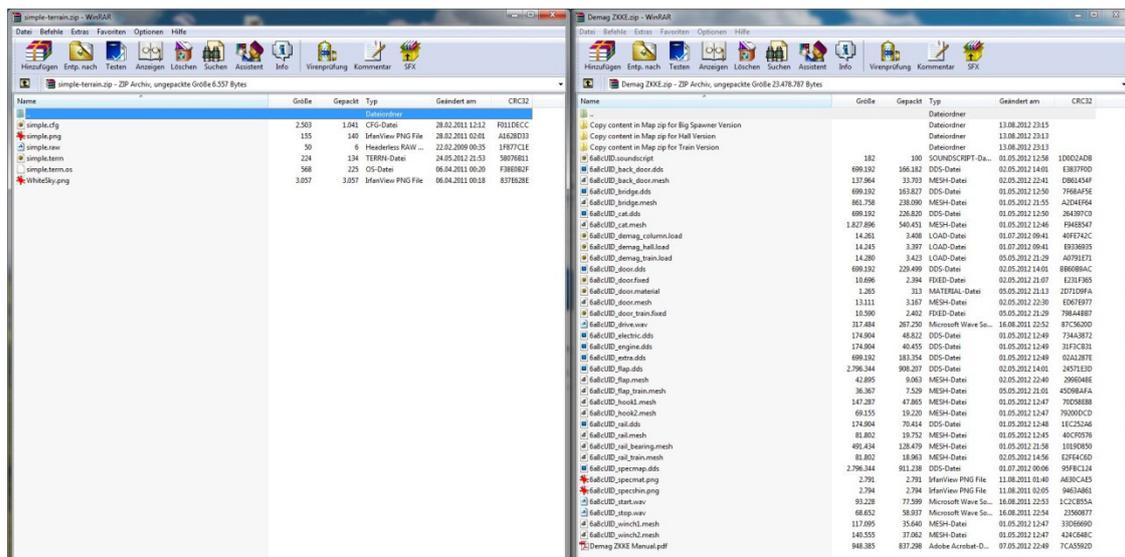
3) Make a decision on what version of the crane you want to use. There are three Versions: Big spawner, Warehouse and Train Warehouse. Open the folder of the version you want
4) Mark all files in this folder and drag and drop them into your Map zip. Your zip program will now ask you if it should add the files to the map zip, click yes.
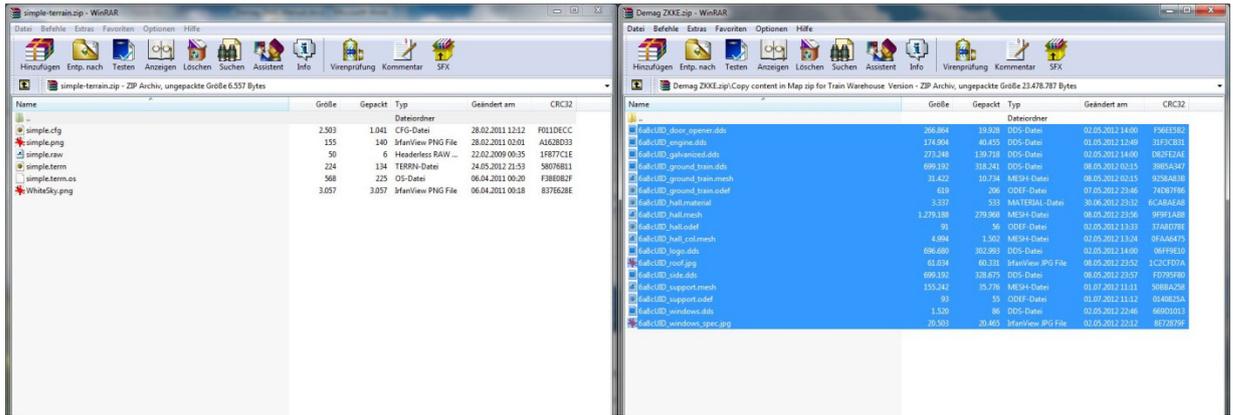
Now it should look like this:
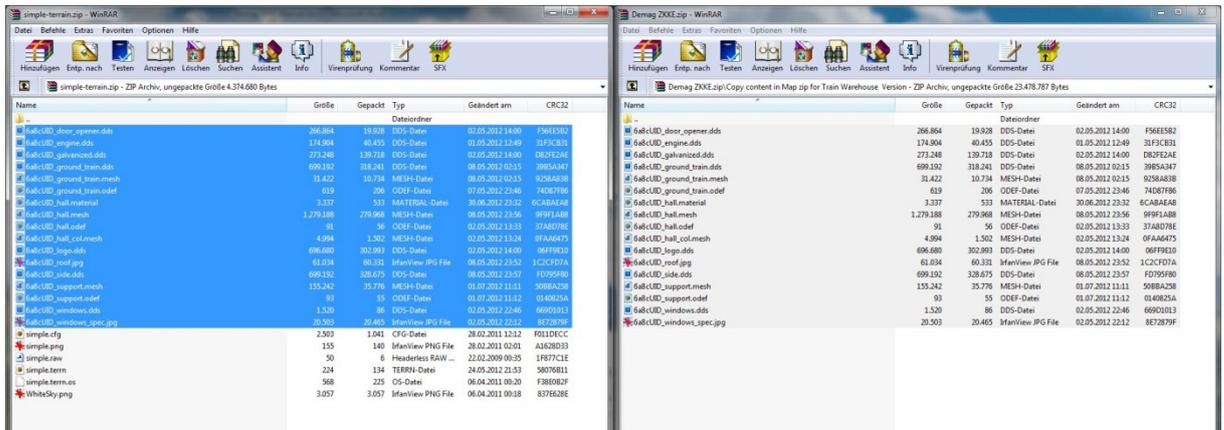
Close the Demag ZKKE.zip

5) Start RoR and choose the map you want to place the crane on. Walk to the position where the crane should be placed and press "h" on your keyboard. Now close RoR.

6) Open your Explorer and go to C:\Users\your_username \Documents\Rigs of Rods 0.38\logs and open your RoR.log with the Editor.

7) Scroll down, at the end there will be a line starting with "position-x". Copy only the first three numbers and save them somewhere, e.g. a textfile.

8) Now look into your maps .zip and search for a file that ends with .terrn. Open it with your Editor

9) Go to the line before the word "end".

If you want to use the warehouse with the crane and doors, add the following lines to the file:

       x, y, z, 0, 0, 0, truck2 6a8cUID_demag_hall.load
       x, y, z, 0, 0, 0, 6a8cUID_hall
       x, y, z, 0, 0, 0, 6a8cUID_spawner1 sale spawnZone_truck-spawner_1
       x, y, z, 0, 0, 0, 6a8cUID_spawner2 sale spawnZone_load-spawner_2
       x, y, z, 0, 0, 0, 6a8cUID_spawner3 sale spawnZone_load-spawner_3
       x, y, z, 0, 0, 0, 6a8cUID_spawner4 sale spawnZone_load-spawner_4
       x, y, z, 0, 0, 0, truck2 6a8cUID_door.fixed

If you only want the crane with the big spawning pad, add this:

       x, y, z, 0, 0, 0, truck2 6a8cUID_demag_column.load
       x, y, z, 0, 0, 0, 6a8cUID_spawner sale spawnZone_load-spawner_5

If you want the train hall, add this (note the -1 in the y-values, substract -1):

       x, y-1, z, 0, 0, 0, truck2 6a8cUID_demag_train.load
       x, y , z, 0, 0, 0, 6a8cUID_hall
       x, y , z, 0, 0, 0, 6a8cUID_ground_train
       x, y-1, z, 0, 0, 0, truck2 6a8cUID_door_train.fixed

Don't change the "0, 0, 0" string, otherwise the load spawners will not act properly (known RoR bug)

Example for all three Versions:

```
 1 Simple Terrain
 2 simple.cfg
 3 1, 1, 1
 4 6000, 0, 6000, 6000, 0, 6000, 6000, 0, 6000
 5
 6 //author basics 4 Thomas
 7 //fileinfo -1, 5000, 1
 8
 9 grid 6000, 0.1, 6000
10
11
12 x, y, z, 0, 0, 0, truck2 6a8cUID_demag_hall.load
13 x, y, z, 0, 0, 0, 6a8cUID_hall
14 x, y, z, 0, 0, 0, 6a8cUID_spawner1 sale spawnZone_truck-spawner_1
15 x, y, z, 0, 0, 0, 6a8cUID_spawner2 sale spawnZone_load-spawner_2
16 x, y, z, 0, 0, 0, 6a8cUID_spawner3 sale spawnZone_load-spawner_3
17 x, y, z, 0, 0, 0, 6a8cUID_spawner4 sale spawnZone_load-spawner_4
18 x, y, z, 0, 0, 0, truck2 6a8cUID_door.fixed
19
20 x, y-1, z, 0, 0, 0, truck2 6a8cUID_demag_train.load
21 x, y , z, 0, 0, 0, 6a8cUID_hall
22 x, y , z, 0, 0, 0, 6a8cUID_ground_train
23 x, y-1, z, 0, 0, 0, truck2 6a8cUID_door_train.fixed
24
25 x, y, z, 0, 0, 0, truck2 6a8cUID_demag_column.load
26 x, y, z, 0, 0, 0, 6a8cUID_spawner_single sale spawnZone_load-spawner_5
27
28 end
```

10) Replace "x, y, z" with the three numbers you saved before.

```
 1 Simple Terrain
 2 simple.cfg
 3 1, 1, 1
 4 6000, 0, 6000, 6000, 0, 6000, 6000, 0, 6000
 5
 6 //author basics 4 Thomas
 7 //fileinfo -1, 5000, 1
 8
 9 grid 6000, 0.1, 6000
10
11
12 6000,  0, 6000, 0, 0, 0, truck2 6a8cUID_demag_hall.load
13 6000,  0, 6000, 0, 0, 0, 6a8cUID_hall
14 6000,  0, 6000, 0, 0, 0, 6a8cUID_spawner1 sale spawnZone_truck-spawner_1
15 6000,  0, 6000, 0, 0, 0, 6a8cUID_spawner2 sale spawnZone_load-spawner_2
16 6000,  0, 6000, 0, 0, 0, 6a8cUID_spawner3 sale spawnZone_load-spawner_3
17 6000,  0, 6000, 0, 0, 0, 6a8cUID_spawner4 sale spawnZone_load-spawner_4
18 6000,  0, 6000, 0, 0, 0, truck2 6a8cUID_door.fixed
19
20 6000, -1, 6050, 0, 0, 0, truck2 6a8cUID_demag_train.load
21 6000,  0, 6050, 0, 0, 0, 6a8cUID_hall
22 6000,  0, 6050, 0, 0, 0, 6a8cUID_ground_train
23 6000, -1, 6050, 0, 0, 0, truck2 6a8cUID_door_train.fixed
24
25 6000,  0, 6100, 0, 0, 0, truck2 6a8cUID_demag_column.load
26 6000,  0, 6100, 0, 0, 0, 6a8cUID_spawner sale spawnZone_load-spawner_5
27
28 end
```

11) Start RoRconfig.exe, clear and regen cache. Now the crane is installed. Have fun!

Using the crane
The entry point for the crane is marked with a small arrow. Start the crane by pressing "x" and holding "s". The hooks can either lock with "o" or independently with Ctrl + F3/F4 or Ctrl + F9/F10. Both crane bridges are collision protected. You can spawn a load (and also a truck when using the warehouse) by entering the grey areas. The doors of the warehouse are openable by driving a vehicle with forwardcommands near to it and pressing the commands stated below.

Button Assignments:
Crane

F1 / F2		Move Bridge 1
F3 / F4		Move Cat 1
F5 / F6		Lower/Raise Hook 1
F7 / F8		Lower/Raise Hook 2
F9 / F10		Move Cat 2
F11/ F12		Move Bridge 2
Ctrl + F1 / F2		Rotate Hook 1
Ctrl + F3 / F4		Rotate Hook 2
Ctrl + F5 / F6		Lock Hook 1 (not used yet)
Ctrl + F7/ F8		Lock Hook 2 (not used yet)

Warehouse
Ctrl + Alt + F1/F2 open/close folding doors
Ctrl + Alt + F3/F4 open/close crane flap
Ctrl + Alt + F5/F6 open/close back door

Example position code for FlatMap:
2510.00, 0, 2208.00, 0, 0, 0, truck2 6a8cUID_demag_hall.load
2510.00, 0, 2208.00, 0, 0, 0, 6a8cUID_hall
2510.00, 0, 2208.00, 0, 0, 0, 6a8cUID_spawner1 sale spawnZone_truck-spawner_1
2510.00, 0, 2208.00, 0, 0, 0, 6a8cUID_spawner2 sale spawnZone_load-spawner_2
2510.00, 0, 2208.00, 0, 0, 0, 6a8cUID_spawner3 sale spawnZone_load-spawner_3
2510.00, 0, 2208.00, 0, 0, 0, 6a8cUID_spawner4 sale spawnZone_load-spawner_4

2510.00, 0, 2208.00, 0, 0, 0, truck2 6a8cUID_door.fixed

Sizes
Column and train version: 60m*30m*20m
Hall version: 120m*30m*20m

Credits
- everything by sputnik_1
- a big thanks to BigBoy for testing
- also a big thanks to Craneman for spending his time on finding the bug that crashed the crane (http://redmine.rigsofrods.com/issues/786)