

# Mitsubishi MWT92 Wind Turbine

## Disassembly Commands





# Tower Carrier Commands

1. Remove Tower: F3 (F4)

2. Tighten when tower removed: F9 (F10)



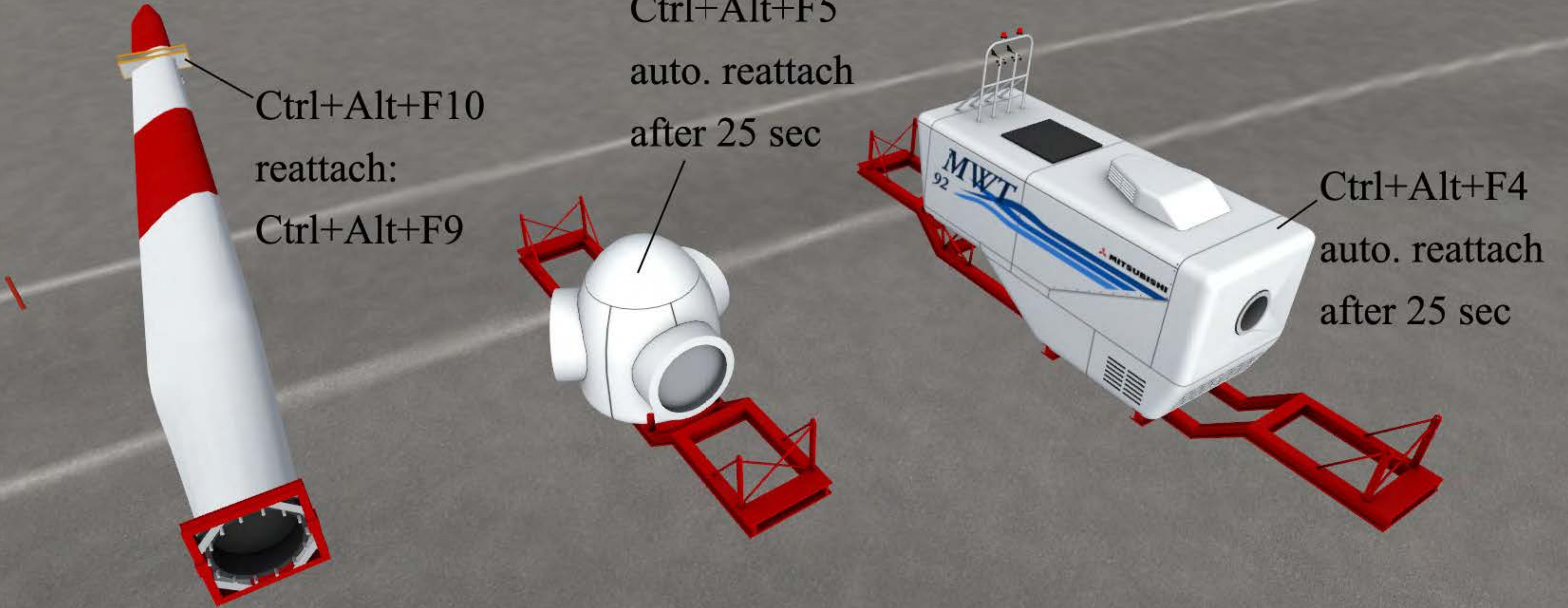


# Carrier Release Commands

Ctrl+Alt+F10  
reattach:  
Ctrl+Alt+F9

Ctrl+Alt+F5  
auto. reattach  
after 25 sec

Ctrl+Alt+F4  
auto. reattach  
after 25 sec







1. Start the game and go to the place where you want to build the wind turbine. Press “H” on your keyboard to save the position in the RoR. log file



Offene Dateien

RoR.log x trainvalley.terr

```
9022 11:02:36: Node 588 : 1 kg
9023 11:02:36: Node 589 : 1 kg
9024 11:02:36: Node 590 : 1 kg
9025 11:02:36: Node 591 : 1 kg
9026 11:02:36: Node 592 : 1 kg
9027 11:02:36: Node 593 : 1 kg
9028 11:02:36: Node 594 : 1 kg
9029 11:02:36: Node 595 : 1 kg
9030 11:02:36: Node 596 : 1 kg
9031 11:02:36: TOTAL VEHICLE MASS: 10639 kg
9032 11:02:36: Beams status: unstable:0 wheel:0 normal:2933 superstable:0
9033 11:02:36: BEAM: memory stats following
9034 11:02:36: BEAM: beam memory: 574868 B (2933 x 196 B) / 980000
9035 11:02:36: BEAM: node memory: 152832 B (597 x 256 B) / 256000
9036 11:02:36: BEAM: shock memory: 3496 B (46 x 76 B) / 380000
9037 11:02:36: BEAM: prop memory: 34320 B (52 x 660 B) / 132000
9038 11:02:36: BEAM: wheel memory: 1896 B (6 x 316 B) / 20224
9039 11:02:36: BEAM: rigidifier memory: 0 B (0 x 36 B) / 3600
9040 11:02:36: BEAM: flare memory: 680 B (10 x 68 B)
9041 11:02:36: BEAM: truck memory used: 768092 B (750 kB)
9042 11:02:36: BEAM: truck memory allocated: 2229304 B (2177 kB)
9043 11:02:36: replay buffer size: 299140 kB
9044 11:02:36: static map icon not found: icon_truck.dds
9045 11:02:36: D3D9 : Loading 2D Texture, image name : 'SSA150-HELP.dds' with 5 mip map levels
9046 11:02:36: D3D9 : Loading 2D Texture, image name : 'ign-on.dds' with 5 mip map levels
9047 11:02:36: Texture: lopress-on.png: Loading 1 faces(PF_A8R8G8B8,64x64x1) with 0 generated
9048 11:02:36: D3D9 : Loading 2D Texture, image name : 'lopress-on.dds' with 5 mip map levels
9049 11:03:56: Texture: cog.png: Loading 1 faces(PF_A8R8G8B8,16x16x1) with 0 generated mipmaps
9050 11:04:34: D3D9 : Loading 2D Texture, image name : 'clutch-on.dds' with 5 mip map levels
9051 11:05:24: Texture: camera_go.png: Loading 1 faces(PF_A8R8G8B8,16x16x1) with 0 generated mipmaps
9052 11:05:56: wrote screenshot:44
9053 11:05:56: Texture: camera.png: Loading 1 faces(PF_A8R8G8B8,16x16x1) with 0 generated mipmaps
9054 11:05:58: Position: 1801.05, 213.536, 2399.27, 0, 90.9092, 0
9055 11:05:58: Position: 1801.05, 213.536, 2399.27, 0, 90.9092, 0
9056 11:05:58: Position: 1801.05, 213.536, 2399.27, 0, 90.9092, 0
9057 11:05:59: ** Shutdown preparation
9058 11:05:59: ** Shutdown final
9059 11:05:59: *** Inputsystem prepare for shutdown ***
9060 11:05:59: *** Terminating OIS ***
9061 11:05:59: Main loop quit
9062 11:05:59: Leaving GameState...
9063 11:05:59: Shutdown OGRE...
9064
```

2. Open RoR.log and copy that line

Hinzufügen Entp. nach Testen Anzeigen Löschen Suchen Assistent Info Virenprüfung Kommentar SFX

Train Valley.zip - ZIP Archiv, ungepackte Größe 37.458.952 Bytes

Name	Größe	Gepackt	Typ	Geändert am	CRC32
a474UID_trainspawner.odef	334	179	ODEF-Datei	13.05.2012 15:51	DAB8CFCE
c821aUID_mwt92.odef	78	49	ODEF-Datei	01.03.2012 13:42	2743B9E6
rail1t1mstrt.odef	73	55	ODEF-Datei	11.02.2010 16:49	48808379
rail1t5mstrt.odef	73	56	ODEF-Datei	11.02.2010 16:49	EBA95221
rail1t5mstrtbuffers.odef	85	50	ODEF-Datei	16.02.2012 21:26	1B3E281E
rail1t10mstrt.odef	75	55	ODEF-Datei	11.02.2010 15:34	327B9C0A
rail1t10mstrtcross.odef	85	50	ODEF-Datei	04.03.2012 18:00	CEEB15DC
rail1t10mstrtsupend.odef	87	58	ODEF-Datei	11.02.2010 23:25	04CA11C1
rail1t10mstrtsupend2.odef	89	63	ODEF-Datei	12.02.2010 12:12	626B3FCB
rail1t50mstrt.odef	75	45	ODEF-Datei	30.11.2011 23:43	FA18F7A6
rail1t75r10d.odef	73	44	ODEF-Datei	03.11.2011 14:52	0D05792D
rail1t75r45d.odef	73	44	ODEF-Datei	03.11.2011 14:51	DCD25F27
rail1t100mstrt.odef	77	46	ODEF-Datei	03.11.2011 15:20	33D5A3CC
rail1t150r10d.odef	75	45	ODEF-Datei	03.11.2011 14:52	B386272B
rail1t150r45d.odef	75	45	ODEF-Datei	03.11.2011 14:52	458ED571
rail1t500r10d.odef	75	56	ODEF-Datei	11.02.2010 22:39	0F696899
rail1tPnt190r634dend.odef	91	52	ODEF-Datei	01.12.2011 10:18	2523DB86
rail1tPnt190r634dLe.odef	86	53	ODEF-Datei	29.01.2012 00:11	6FC87866
rail1tPnt190r634dLi.odef	87	54	ODEF-Datei	14.01.2012 20:17	C9B0C61D
rail1tPnt190r634dLi.odef	88	54	ODEF-Datei	14.01.2012 20:19	1DBC900A
rail1tPnt190r634dR.odef	86	53	ODEF-Datei	29.01.2012 00:12	47CC601E
rail1tPnt190r634dRe.odef	87	54	ODEF-Datei	14.01.2012 20:17	6D281396
rail1tPnt190r634dRi.odef	88	54	ODEF-Datei	14.01.2012 20:19	67725277
rail1tPnt190r634dtri.odef	90	55	ODEF-Datei	18.02.2012 18:18	9B048E1E
rail2t500r10dsup.odef	81	58	ODEF-Datei	11.02.2010 23:26	86787CE6
railplatform1t2.5medge.odef	96	68	ODEF-Datei	13.02.2010 15:41	ACEB31DB
railplatform1t5m.odef	81	58	ODEF-Datei	13.02.2010 11:23	C45A3423
railplatform1t5medge.odef	92	67	ODEF-Datei	13.02.2010 13:39	584F5D2B
railplatform1t5medgeplain.odef	99	66	ODEF-Datei	13.02.2010 14:52	A494E4AA
railplatform1t5mend1.odef	92	67	ODEF-Datei	13.02.2010 14:25	D8EAAA...
railplatform1t5mend2.odef	92	67	ODEF-Datei	13.02.2010 14:26	6D2A71A5
railplatform1t5mext.odef	87	65	ODEF-Datei	13.02.2010 12:46	264592AA
railplatform1t10m.odef	83	58	ODEF-Datei	13.02.2010 11:26	63002F3F
railplatform1t10medge.odef	94	67	ODEF-Datei	13.02.2010 13:44	C46D9C38
railplatform1t10mext.odef	89	64	ODEF-Datei	13.02.2010 12:46	2469798A
railplatform1t20m.odef	83	58	ODEF-Datei	13.02.2010 11:27	FE0600BA
railplatform1t20medge.odef	94	67	ODEF-Datei	13.02.2010 13:44	450D5F6B
railplatform1t20mext.odef	89	65	ODEF-Datei	13.02.2010 12:45	CE16813F
railplatform1t50m.odef	83	59	ODEF-Datei	13.02.2010 11:27	DD56414D
railplatform1t50medge.odef	94	68	ODEF-Datei	13.02.2010 13:44	E39D9EBD
railplatform1t50mext.odef	89	66	ODEF-Datei	13.02.2010 12:03	984D2187
railplatform1tend3.odef	88	66	ODEF-Datei	13.02.2010 20:57	AFB6BD53
railplatform1tramp.odef	88	65	ODEF-Datei	13.02.2010 15:34	F62192C1
railplatform1tramp2.odef	87	62	ODEF-Datei	13.02.2010 21:49	9E6BE9ED
railplatform2tend.odef	86	65	ODEF-Datei	13.02.2010 13:46	029A7C56
f4afUID-Readme.rtf	2.620	1.168	Rich-Text-Format	22.02.2009 00:35	EE938F87
trainvalley.terr	116.603	12.475	TERRN-Datei	15.07.2012 22:48	84681C9E
trainvalleyfps.terr	116.654	12.494	TERRN-Datei	14.07.2012 00:10	601F05A4
platform1.tga	196.652	107.691	TGA-Datei	13.02.2010 11:54	BA934F80
platformmedge.tga	151.185	90.231	TGA-Datei	13.02.2010 13:39	B07FBE37

3. Open the .terr file



	0	10	20	30	40	50	60	70	80	90	100	110	120
1018	2340.000000,	101.900000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	89a34UID_railcrane.truck		
1019	2455.000000,	101.000000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	7e75UID-ALP-45DP_electric.truck		
1020	2240.000000,	101.000000,	2050.000000,	0.000000,	270.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	7e75UID-ALP-45DP_electric.truck		
1021													
1022	2555.000000,	101.000000,	2130.250000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	b436UID_dhg700cr.train		
1023	2575.000000,	101.000000,	2130.250000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	33cc9UID_sgnss.train		
1024	2602.000000,	101.000000,	2130.250000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	7de7eUID_Rbns641.train		
1025	2629.000000,	101.000000,	2130.250000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	33cc9UID_sgnss.train		
1026	2656.000000,	101.000000,	2130.250000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	33cc9UID_sgnss.train		
1027													
1028	2541.000000,	101.000000,	2135.500000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	a474UID_trainspawner			
1029	1500.000000,	101.500000,	1500.000000,	0.000000,	-90.000000,	0.000000,	0.000000,	0.000000,	0.000000,	a474UID_rails_spl			
1030	1500.000000,	101.000000,	1500.000000,	0.000000,	90.000000,	0.000000,	0.000000,	0.000000,	0.000000,	a474UID_catenary			
1031	2340.000000,	101.500000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	rail1t10mstrtcross			
1032													
1033	2475.000000,	101.000000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	635cUID-boxcar.load		
1034	2490.000000,	101.000000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	d752UID-bulkheadflatcar.load		
1035	2506.000000,	101.000000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	d752UID-flatcar.load		
1036	2522.000000,	101.000000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	d752UID-heavyflatcar.load		
1037	2538.000000,	101.000000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	635cUID-boxcar.load		
1038													
1039	2700.000000,	101.000000,	2127.500000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	070aUID_gantrycon.load		
1040													
1041	2652.751953,	101.500000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	rail1t100mstrt			
1042	2652.751953,	101.500000,	2130.250000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	rail1t100mstrt			
1043	2652.751953,	101.500000,	2135.500000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	rail1t100mstrt			
1044	2652.751953,	101.500000,	2119.750000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	rail1t100mstrt			
1045	2652.751953,	101.500000,	2114.500000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	rail1t100mstrt			
1046													
1047	2695.750000,	101.500000,	2114.500000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	rail1tgerbuf.fixed		
1048	2695.750000,	101.500000,	2119.750000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	rail1tgerbuf.fixed		
1049	2695.750000,	101.500000,	2125.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	rail1tgerbuf.fixed		
1050	2695.750000,	101.500000,	2130.250000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	rail1tgerbuf.fixed		
1051	2695.750000,	101.500000,	2135.500000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	rail1tgerbuf.fixed		
1052													
1053													
1054	//	X	Y	Z	RX	RY	RZ				Object		
1055	1801.050000,	213.536000,	2399.270000,	0.000000,	90.909200,	0.000000,	0.000000,	0.000000,	0.000000,	truck2	6153UID_base.load		
1056	end												
1057													

4. Paste the line you copied and add "truck2 6153UID\_base.load" to the end of it



5. Base placed. You can now start to build up the wind turbine.

