

Comments This Month: If development keeps going as it is, We'll be looking at GT5 on Steroids....

RoR World

DODGE VIPER

The full report...

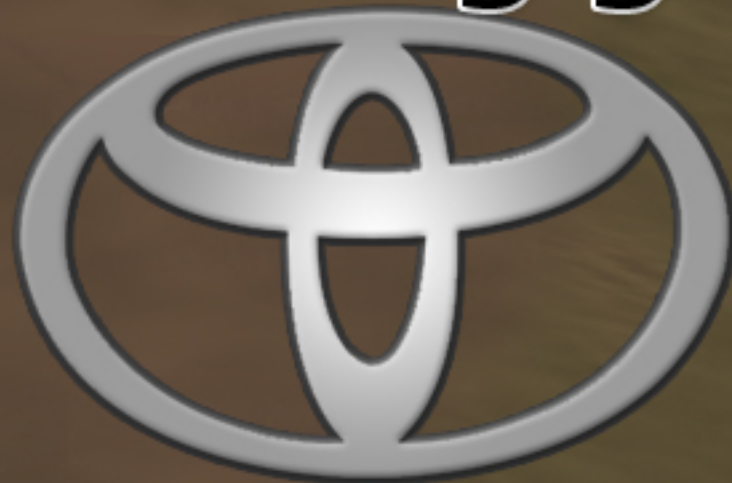


Plus...

- .: Q&A With a Master Vehicle Maker**
- .: Coverage of the Coldwater Truck Show**
- .: Comments and Sports**



When the Going gets Tough



The Tough get a Toyota

This month we speak with the creator of the Dodge 1500 Baja.

So Bonehead, What inspired you to make the Dodge 1500 Baja?

Well... My first decent vehicle was a pickup that looked horrible, but behaved good. So I thought that I'd incorporate everything I had learnt into a new vehicle, an off-road pickup truck. The truck wasn't supposed to be as huge as it is from the start, but once I had made some stuff on it I thought it fit the general design idea.

How long did it take to create it?

Version 1(jul 12-sep26) and 3(apr 29-aug 02) took the longest, v3 being a few months and v1 being around 2 months... Mostly because I got lazy and didn't feel like working on them. Version 2 only included some minor updates so it just took a few days to implement.

Which was more difficult, the Mesh Model or the Nodes and Beams?

Definitely the mesh stuff, getting it all aligned and working properly.

What tools did you use to make it?

Summing up all the versions, I've used AC3D(early submeshes) 3dsMax(meshes), roreditorizer, Notepad and Photoshop.

Do you plan on creating a whole range of Baja Vehicles?

I doubt it. I just do whatever vehicle comes to mind and try to not get stuck in one section.

And a Question not to do with the Dodge, What's your favorite vehicle in RoR?

Hard to say, visually I'd probably say Box5Diesels toyota, the meshwork on it is amazing, it's pretty cool to drive too.

Coldwater Truck Show

This week the National Truck Federation held an event at the lovely town of Coldwater.

The event showcased the Kenworth K100s.



Where's the technology going to end?

Having been a person who's been in the RoR World for years, and seeing how far it's come From Version 0.28 to 0.36,

We've seen the addition of things ranging from Complex Wheels and Vegetation, Right the way up to Full Flexible Meshes for Vehicles and even Watercraft!

This brings up the question of what the RoR world will be like by version 1.0. Space Simulation? Gran Turismo quality graphics?

It also brings up the question of how big the development team, and the userbase will be by then. With 8,339 users on the forums at the time of writing, and who knows how many people who don't have a forum account.

Could RoR become the sort of project that's as much of a household name as Forza Motorsport or Gran Turismo?

Grab Life by the Horns



We get to grips with the iconic Viper....

Over the past few weeks we've seen the release of a huge number of vehicles,
But one got our attention, the car that's responsible for local governments removing speed bumps,
and the car that has caused an influx of After Market Companies being flooded
by requests for people wishing to put white stripes the length of their cars....

That's right, it's the Dodge Viper!



Walking into Rods' Truck Shop in Coldwater, I caught a glimpse of a gleaming blue shape, Pulse quickening, I walked in. There in the lowlight was the car that's been a dream car in the minds of many for years, Now a reality in Coldwater.

Getting in and turning on the ignition produced a roar from the behemoth of an engine. Popping the car into first, I barely had to put my foot to the pedal, and the car was rolling. Gently turning the steering wheel, and all of a sudden a crunching noise, and the car jolted to a stop. It turns out that while the car might have plenty of torque, and be great in a straight line, it's got quite a large turning circle. It turns out that city driving is made even more difficult by the ride height. And, it also turns out that the ripping noise was the front bumper riding up onto a curb.



After quite a bit of embarrassment when the wrecker turned up to pull the car off the curb, I finally managed to get underway. But I did stay quite a ways from any curb, and used up both sides of the road when turning.

Trying quite hard to keep it slow in Coldwater, I kept it in first and carefully navigated the small roads. Turning left at the Coldwater sign, and seeing the straight road in front of me, I knew it was time. Lining the car up, slowing to a stop. Okay, car was pointing straight down the road, and with one smooth movement I popped it into 1st, put the pedal to the metal, and was off, straight into 2nd, then 3rd, and before I knew it, 4th gear. And then, just as I was getting used to keeping the car straight, the junction was coming up, down into 2nd, swerving left up the hill, the car didn't roll, it just hugged the ground.



After managing to get the car to the very top of the hill,
I knew everything I needed to know about this car,
It's a beast, with more power than you could possibly need,
it's the sort of car that's too low,
too heavy and altogether totally impractical.
Which is why I must say that it is now parked in my drive way.
Yes it sucks down fuel like it's going out of style, yes it can't drive in cities, and yes, it's loud.
But those are what give it character, and what give it style.



Dodge Viper Drag Race Crash.

The Coldwater Drag Race event held last week ended on a bad note when one of the drivers lost control of his Dodge Viper, spinning it off the end of the runway. The car didn't sustain much damage, but the driver suffered a broken leg and severe whiplash. He was taken to North St Helens Regional Hospital for treatment.

The event has highlighted the dangers involved in all motorsports, and even when all safety procedures are followed, there's still a huge risk. The crash also highlighted the quick response and good operating procedures of the Coldwater Fire and Rescue Service.

Chevrolet Racing League gets go ahead.

That's right, very soon the CRL shall begin preparations for its first racing event. The Chevrolet S10 will be the vehicle of choice for the CRL, It will also be the first pickup racing organization in the Region. Races are expected to begin in June, So expect plenty of coverage from RoR World when the event kicks off.

FEED BACK

What are your views on our first issue of RoR World?

Can you think of things that could have improved it?

Do you have any stories you'd like to submit?

**We'd love to hear from you,
no matter what you have to say,
So just drop us an email at:**

rorworld@rigid-chips.com

**Or if you're a member of the RoR Forums,
Send a PM to the member:**

geh4evr

Where's the technology going to end?

Having been a person who's been in the RoR World for years, and seeing how far it's come From Version 0.28 to 0.36,

We've seen the addition of things ranging from Complex Wheels and Vegetation, Right the way up to Full Flexible Meshes for Vehicles and even Watercraft!

This brings up the question of what the RoR world will be like by version 1.0. Space Simulation? Gran Turismo quality graphics?

It also brings up the question of how big the development team, and the userbase will be by then. With 8,339 users on the forums at the time of writing, and who knows how many people who don't have a forum account.

Could RoR become the sort of project that's as much of a household name as Forza Motorsport or Gran Turismo?