Rigs of Rods Setup Manual

This manual will outline some of the key things about setting up for your first run in Rigs of Rods.

Table of Contents:

<u>*What is Rigs of Rods?*</u>

Rigs of Rods (also known as RoR), is an **Open Source** truck, car, airplane and boat simulator. You can drive, fly or sail in total freedom in an open environment. What makes RoR different to most simulators is its unique soft-body physics: 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 by their structural composition, as a network of interconnected nodes (forming the chassis and the wheels). Crashing into walls or terrain can permanently deform a vehicle in a realistic manner. In addition to its unique soft-body physics, RoR also features an advanced flight model based on blade element theory, allowing the accurate simulation of any airplane, base on their physical dimensions and wing airfoils. It also features an accurate buoyancy model based on elemental pressure gradients, enabling boats with complex hulls to move realistically in the swell.

System Requirements

Many errors are caused by systems that do not meet or exceed the system requirements.

Minimum requirements for Rigs of Rods:

CPU: 2.0Ghz Pentium 4 Processor or equivalent
MEMORY: 512MB of RAM
GRAPHICS: 128MB Video Card with 3D Acceleration
DirectX 9c on Windows or GLX on Linux

Recommended System Setup

CPU: Dual Core or Hyper threading Processor 2.4 GHz
Memory: 1024MB of RAM
GRAPHICS: 256MB DirectX 9 Compatible Video Card

Force feedback joysticks and wheels are compatible on Windows
3D Sound Cards are supported

These requirements are designed for the base game; add-ons downloaded from the repository may require additional resources to function.

Installation

To download the game visit http://download.rigsofrods.com/ and click Installer.exe and save anywhere on your computer

When the download is finished, double-click the installer.

Click the next button, and then click the box next to install if it is not already.

Click next, and when asked, select if you would like the stable or beta version of the game.
(The beta version is currently in testing and there is no guarantee of it working, novice users should pick the stable version)

Click next until you arrive at the download screen. At this point you must wait for downloading to complete
(Depending on your internet connection this process could take an hour or more)

Click the finish button at the end

More screens may appear to install additional files required for Rigs of Rods to operate, please follow the prompts on the screen.

Graphics Settings:

If it is not open already, please open the Rigs of Rods configurator

Start Menu -> Programs or All Programs -> Rigs of Rods -> Configurator

There are two ways of customizing the graphics settings, the simple and the advanced ways.

Simple Graphics Setup

Click on the simple settings tab at the top of the screen.

Adjust the CPU slider using the following chart:

Older systems--------High Performance

Newer budget systems-------Balanced

Older multimedia or upgraded systems------Balanced

Newer multimedia and gaming systems ---- High Quality

Next adjust the Graphics Slider according to the same chart used above.

Next Click on the settings tab, and then the CPU tab.

If you have a single core processor change the setting to 1
If you have a Hyper threading, Dual, or Quad core change to 2

Advanced Graphics Setup

If you choose to that the more advanced setup here's how to do it.

With the configurator open click the settings tab, and then click Render System.

In the Render System box the recommended option is DirectX, but on an older, or non-windows system you may need to select OpenGL

In the full screen box, select if you want the game to run in a window or full screen

The Rendering Device should only be changed if you have multiple displays and the game runs on the wrong one.

The resource creation policy should be left at its current value.

Vsync is designed to eliminate a page tearing effect in the display, but can cause higher latency.

Change the video mode to your current display resolution. If on an older computer that doesn't like running the game you can select a 16-bit option, but you take a loss in quality.

Next click on Graphics

Change the texture filtering to your desired setting, keeping in mind the game will run slower as you go down the list

Change Sky type to the desired setting, sandstorm is the fastest, but Caelum looks best and allows you to change the time of day.

Change shadow type to your desired setting. This will add shadows to objects, but once again will decrease performance as you go down the list.

Change water type to your desired setting. It will change the quality and behavior of the water, but also impact performance.

You may enable waves and/or water spray, but expect a performance impact.

The vegetation will control how many plants and/or trees there are in certain maps, but will cause a slowdown.

You may enable or disable any of the particle systems.
Dust will cause the dust from vehicles driving to be visible
Engine Smoke will enable smoke from the tailpipe
Heat Haze will simulate a hot asphalt look
Custom Particles will allow water to be seen from fire trucks

Next you can adjust the Cockpit options, these are only noticeable with the inside the car view.
Mirrors will make the rear view mirrors of some vehicles work
Dashboard will show a dashboard with moving gauges

The visual effects can also be edited
Sunburn, Motion Blur, and HDR all change the way objects look, but impact performance.
Skid Marks cause tire tracks to be visible, and is still and ongoing work in progress

High Quality Reflective Effects will add a shiny effect to vehicles.

Glow enables the glow around the lights.

Screenshot format can be changed to .png, but they are bigger files .jpg is smaller but may suffer minor quality loss.

Click the CPU tab.

For single core CPU's select 1
For hyper threading, Dual Core, and Quad Core select 2

Multiplayer

Rigs of Rods does have multiplayer support, but there is no guarantee of an empty spot on a server or any server at all.

With the configurator open, click the network tab.

Type your nickname in the box at the top of the screen

Click the update button at the bottom.

Any servers that show up in blue text you can enter by clicking the server's name. If it says any at the end you may play on any map, but you will not see people who are on a different map.

If there is something else there, the server host has set a map, and Rigs of Rods will load you into it when you click Save and Play.

If you no longer wish to multiplay, or the server is not active you must go back to the network tab and uncheck the enable network mode box, or you will get an error when you try and start the game.

Downloading add-ons

There is a great group of modelers in the Rigs of Rods community; they will on occasion post pictures of vehicles they are currently working on. Please do not beg for beta's of vehicles, it will get you banned, and could discourage the creator from modeling.

Visit http://repository.rigsofrods.com
Here you will find the catalog of over 2,000 mods for Rigs of Rods. The Rigs of Rods community will ONLY SUPPORT THIS SITE! Any mods gotten from another site are not to be shared, and are exempt from any support.

After browsing and finding an add-on you want, click the name at the top and you will be asked to save. Save the file someplace easy to access.

Open your My Documents folder, and click the folder that's named Rigs of Rods. Then open the packs folder. You need to take and drag the .zip file you just downloaded to this folder, do not extract the file.

After the file is in the Rigs of Rods/Packs folder, you may either add more or start the game. To start the game you can either open the configurator and click Save and Play or click the Rigs of Rods to directly start the game.

The game will show a progress bar as it loads the new files you have added, then you may select your map and play. If you notice there is no sound, you will have to restart the game. There is a bug that causes the sound to sometimes stop when it loads a new mod.

Updating Rigs of Rods

Rigs of Rods is equipped with an update utility that will update your game if bug fixes are released. To check for updates open the configurator, and click the Updates tab. There will be two numbers here the top one is the current version on the server, and the bottom is the version on your computer. If there is a new update an Update Now link will appear under these numbers.

If there is no Update Now link and/or the numbers match then there are no current updates for your copy.

<u>Troubleshooting</u>

If the game is running too slowly, decrease the graphics settings using either of the steps in the above Graphics section.

If an error message pops up and it asks you if you want to open a web page, say yes as it will take you to our Wiki, where there may be a solution. If there is no solution you may visit the forums
http://forum.rigsofrods.com/
And make a thread in the support section. Please do not bump threads.

You may also ask in the #rigsofrods IRC channel by going to
http://repository.rigsofrods.com/chat/

READ ALL ERROR MESSAGES! Most of them tell you what went wrong. If you ask for help you will need to know what error appeared, as they all have error code numbers.

Our Community

The community is filled with users of the game, some just here to play, some create mods, and others help in creating the game. They are unpaid, and usually hold a job in real life.

They do not have the time or patience to answer obvious questions, or make everything people ask them to.

You also may not ask for a release of something that a person is working on, it is up to them when or if to release their project.

The forum and chat room are moderated, which means there is someone reading the posts to keep it cleaned up. If you are making their jobs difficult, you run the risk of being banned.