~TRAILER~
for satyr farm tractor

I got this tractor from your store and I would like to attach a trailer to it.

You mean the satyr farm tractor I modified to attach a trailer to it.

~TRAILER~
for satyr farm tractor

Oh sound like its complex.

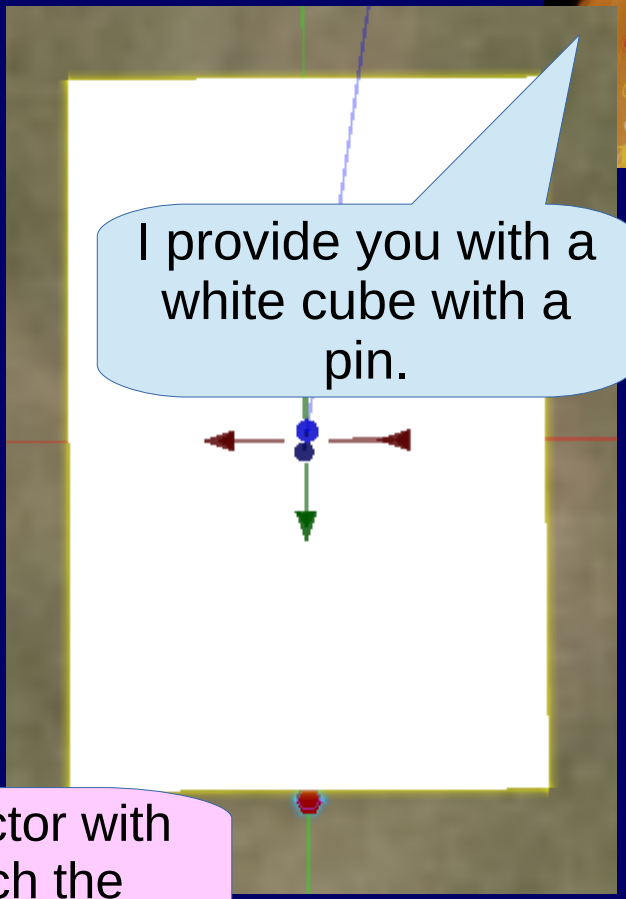
You need to do a number of steps to define the trailer to tractor rotation position

Well its similar to what fred did for animator. See here :
Fred animator script

~TRAILER~
for satyr farm tractor

So what do I need to do.

I provide you with a white cube with a pin.

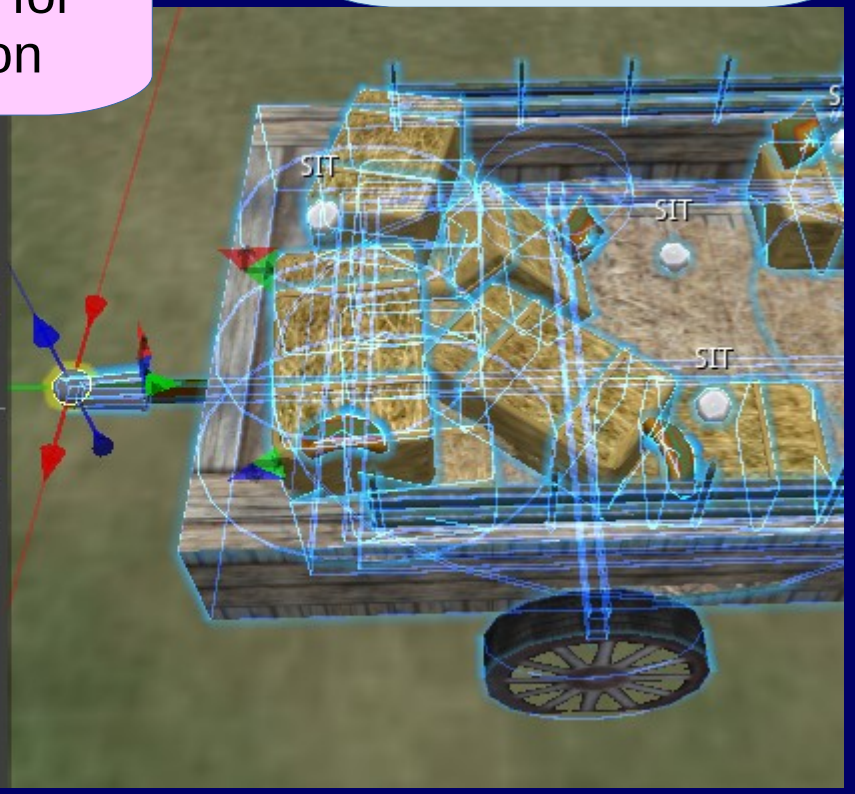


Its the base of the tractor with the pin where I attach the trailer!

~TRAILER~
for satyr farm tractor

When I do that It says : xx prims encoded for unique description

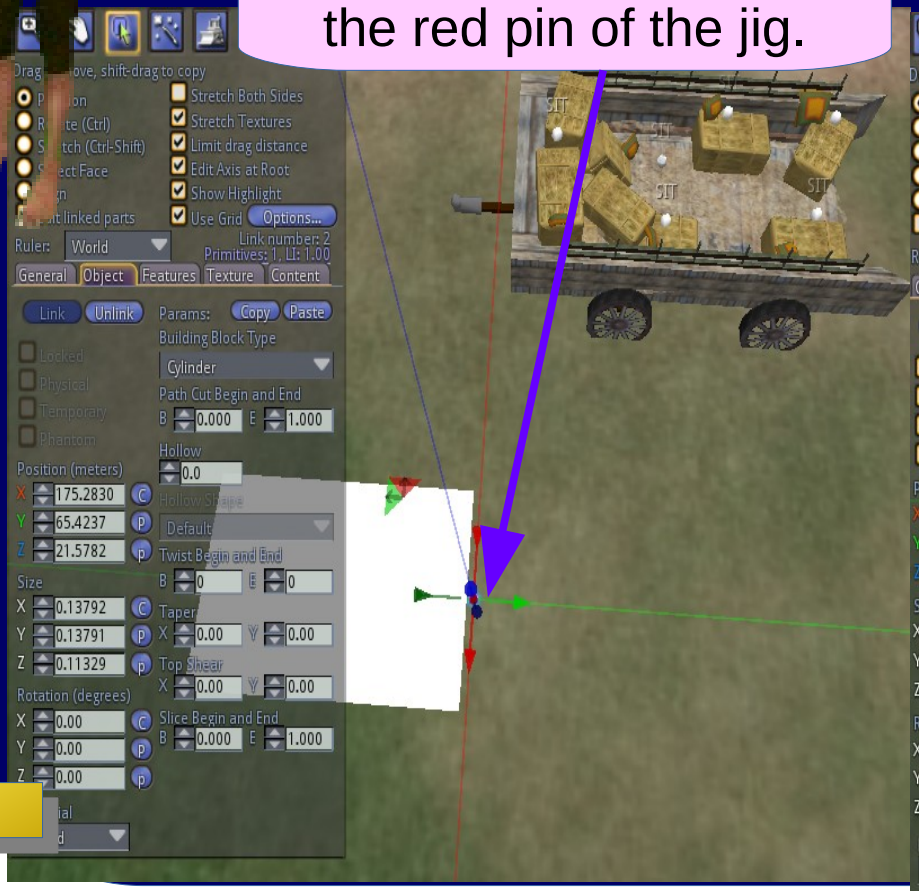
Add position recorder script in trailer inventory .



~TRAILER~
for satyr farm tractor

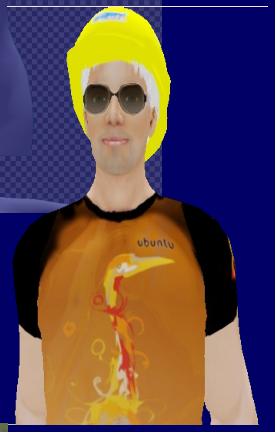
Ok I copy the position of the red pin of the jig.

Edit the pin of the jig set .

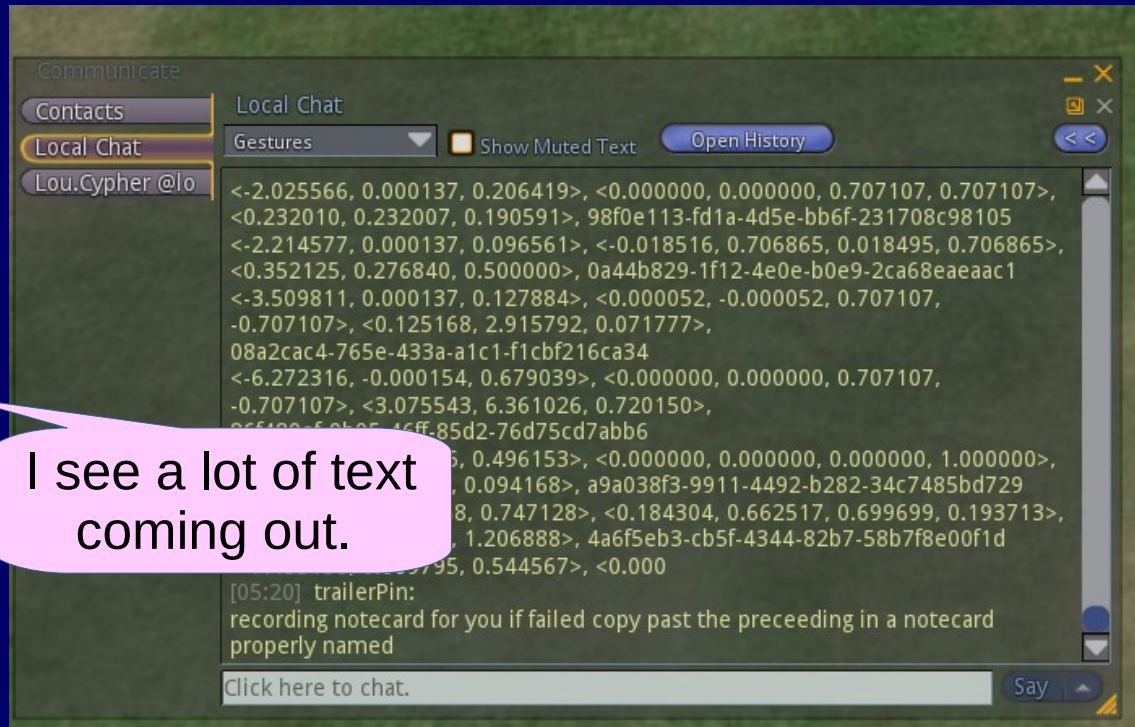


Edit the trailer object and past the position just copied to bring the trailer to the pin position

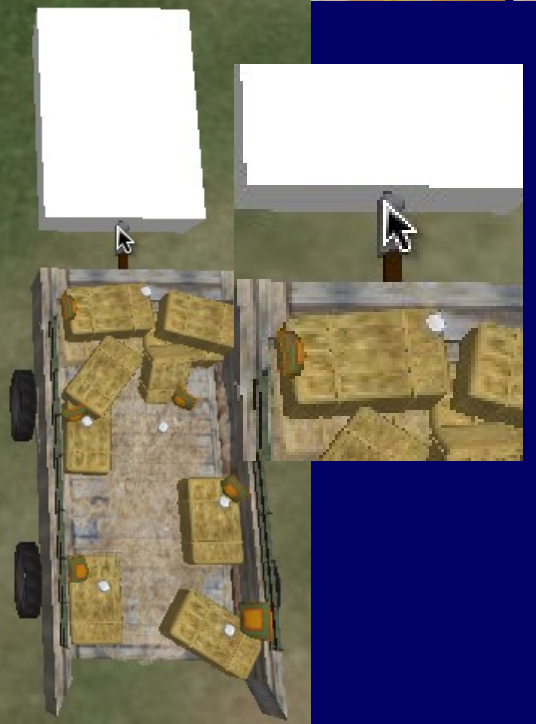
~TRAILER~
for satyr farm tractor



Touch the trailer hitch ball.



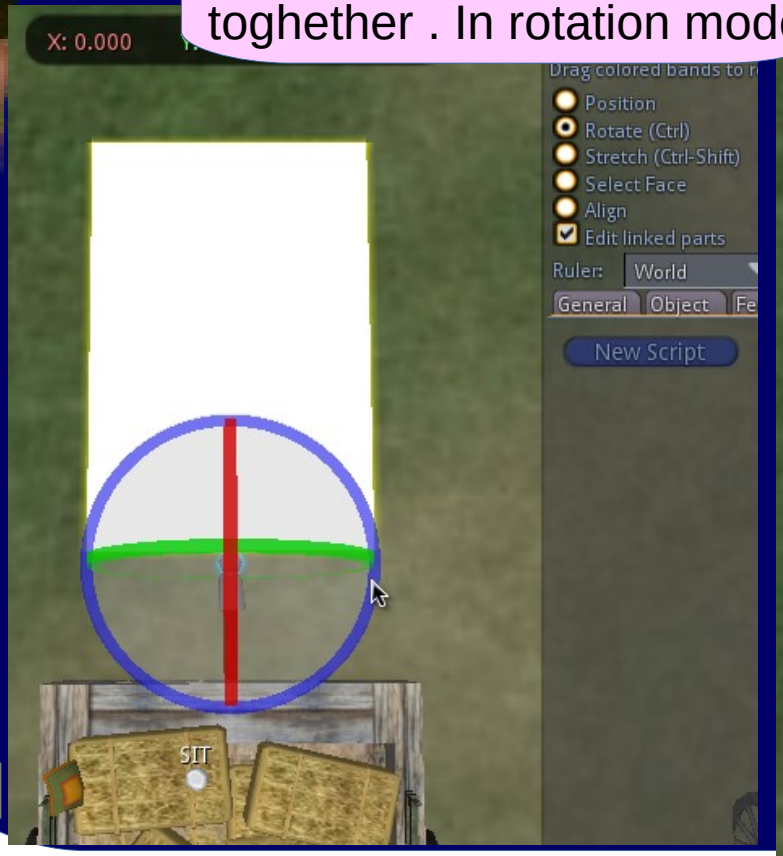
I see a lot of text coming out.

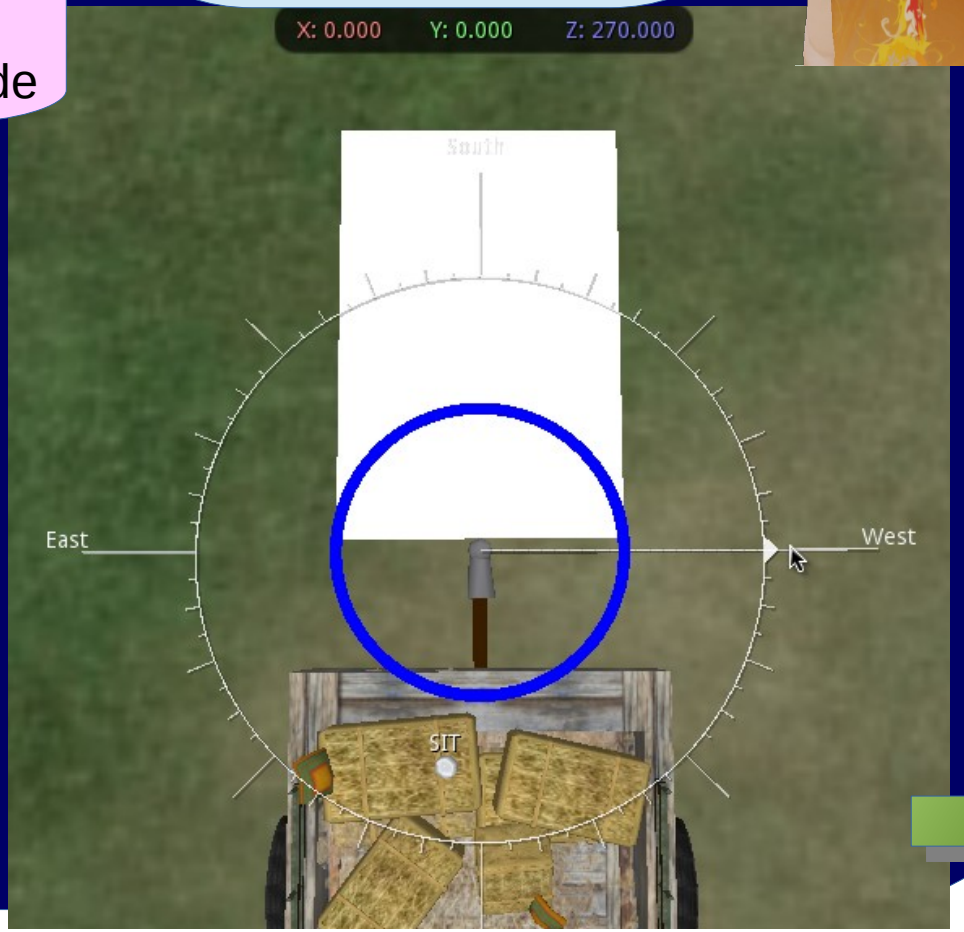


~TRAILER~
for satyr farm tractor

So we intend to rotate the jig around the trailer hitch ball

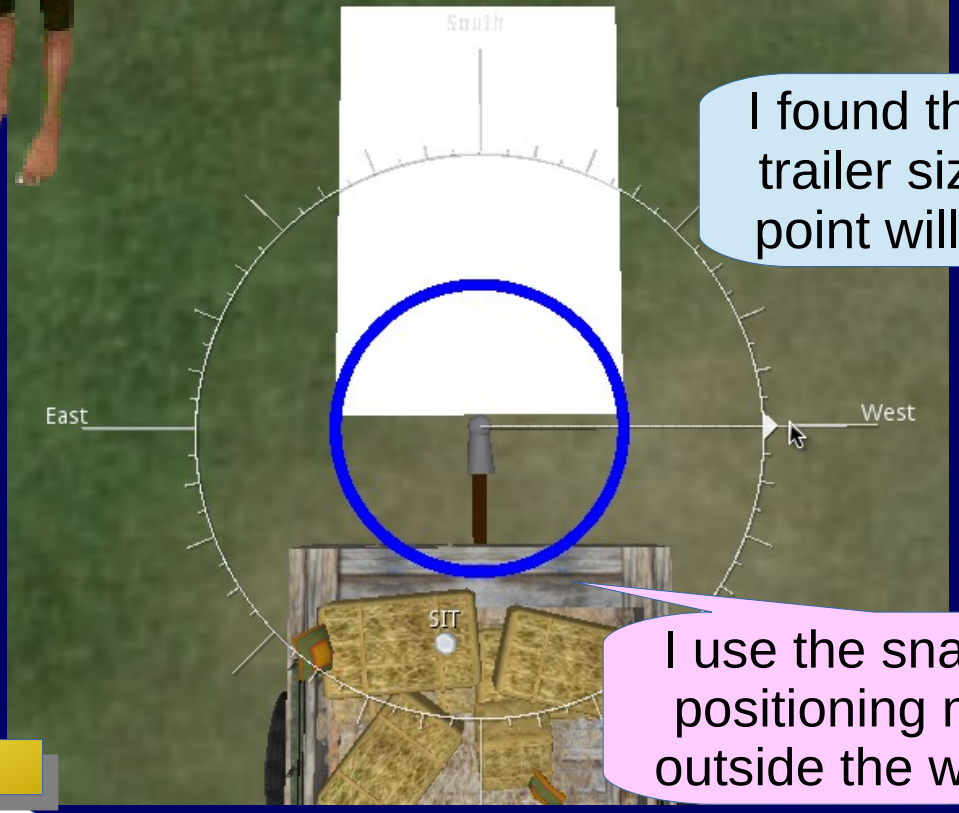
Ok to so do that I select the jig then the hitch ball toghether . In rotation mode



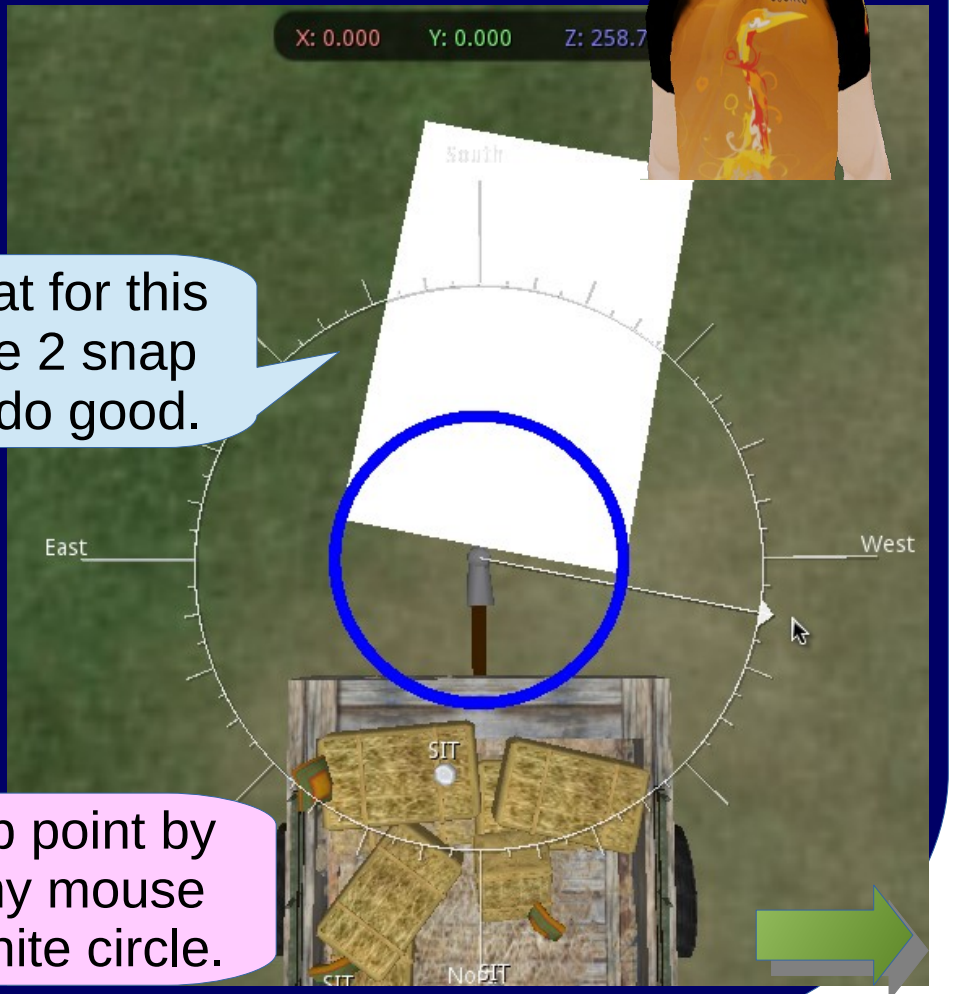


~TRAILER~
for satyr farm tractor

How much do I rotate it?



I found that for this trailer size 2 snap point will do good.



I use the snap point by positioning my mouse outside the white circle.

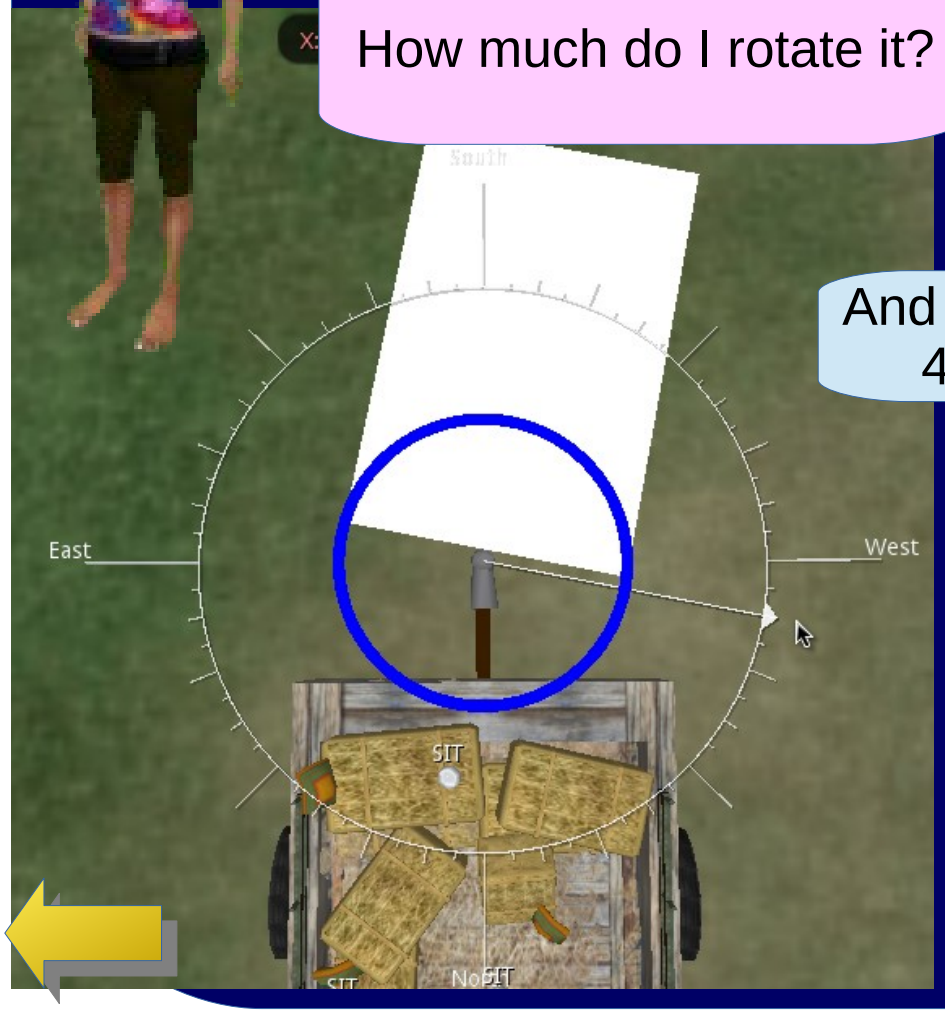
~TRAILER~
for satyr farm tractor

Done what I do next.

Like we did for recordLocation 00 we touch the central hitch ball and we record a new notecard and rename it recordLocation 1R

~TRAILER~
for satyr farm tractor

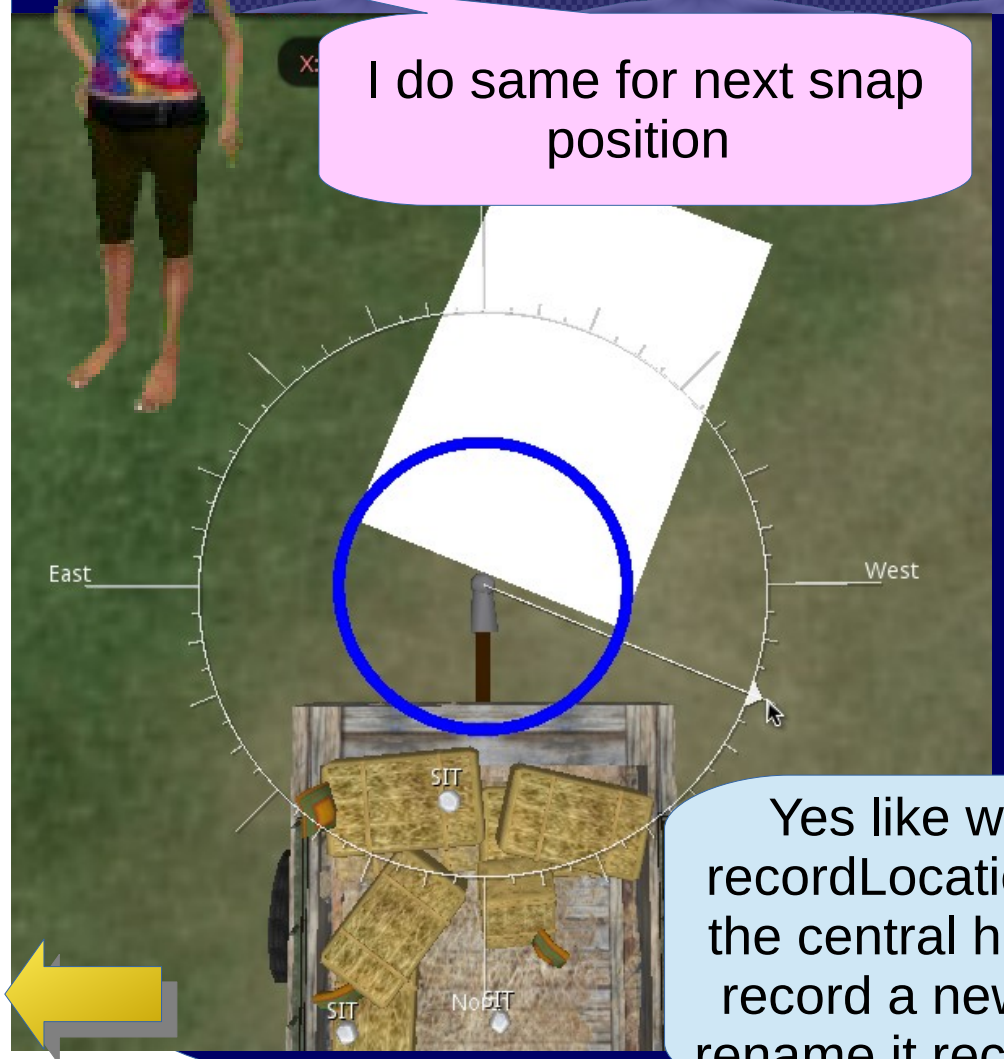
How much do I rotate it?



And other two so the 4th snap point.

~TRAILER~
for satyr farm tractor

I do same for next snap position



Yes like we just did for recordLocation 1R we touch the central hitch ball and we record a new notecard and rename it recordLocation 2R

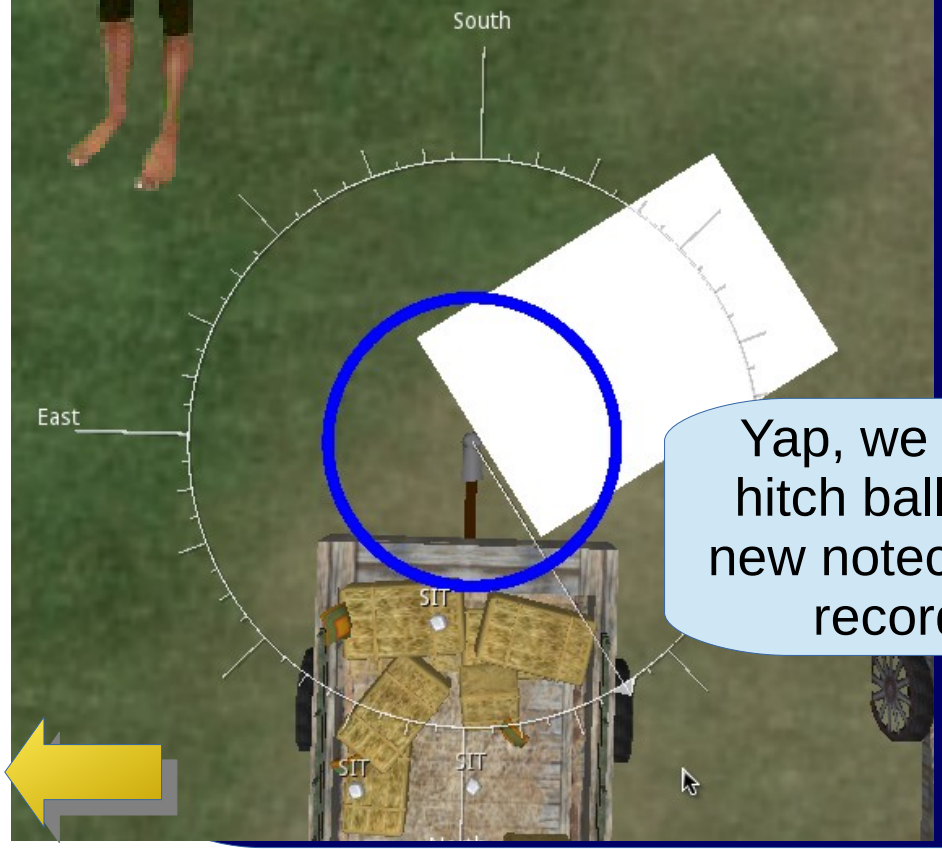
~TRAILER~
for satyr farm tractor

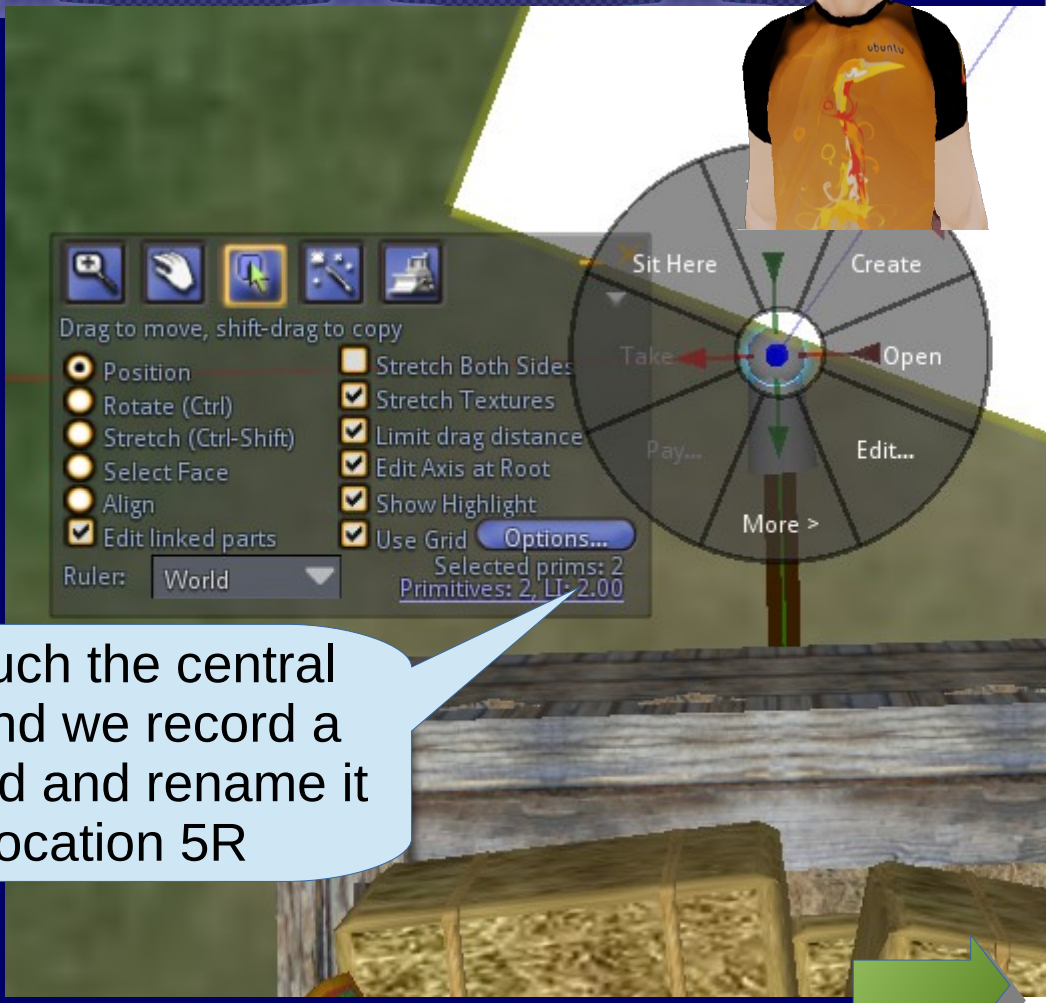
How many do we do like that?

I have planned for 5R and 5L.
But I only use 5,3 and 2 at the moment of writing this tuto.

~TRAILER~
for satyr farm tractor

So on till position 5R right?.





Yap, we touch the central hitch ball and we record a new notecard and rename it recordLocation 5R

~TRAILER~
for satyr farm tractor

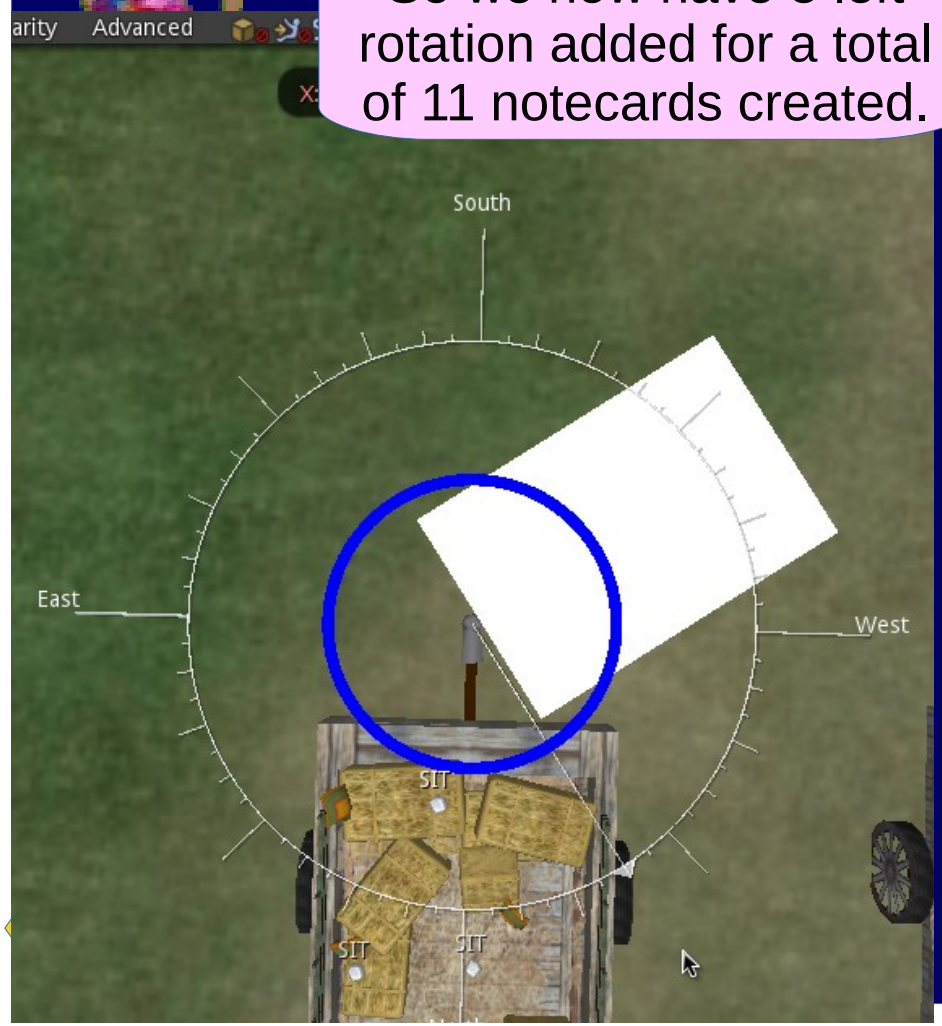
At this point I have the following inventory in hitch ball.

Exactly , 5 right positions 1R to 5R and the 00 straight record plus the position recorder script.

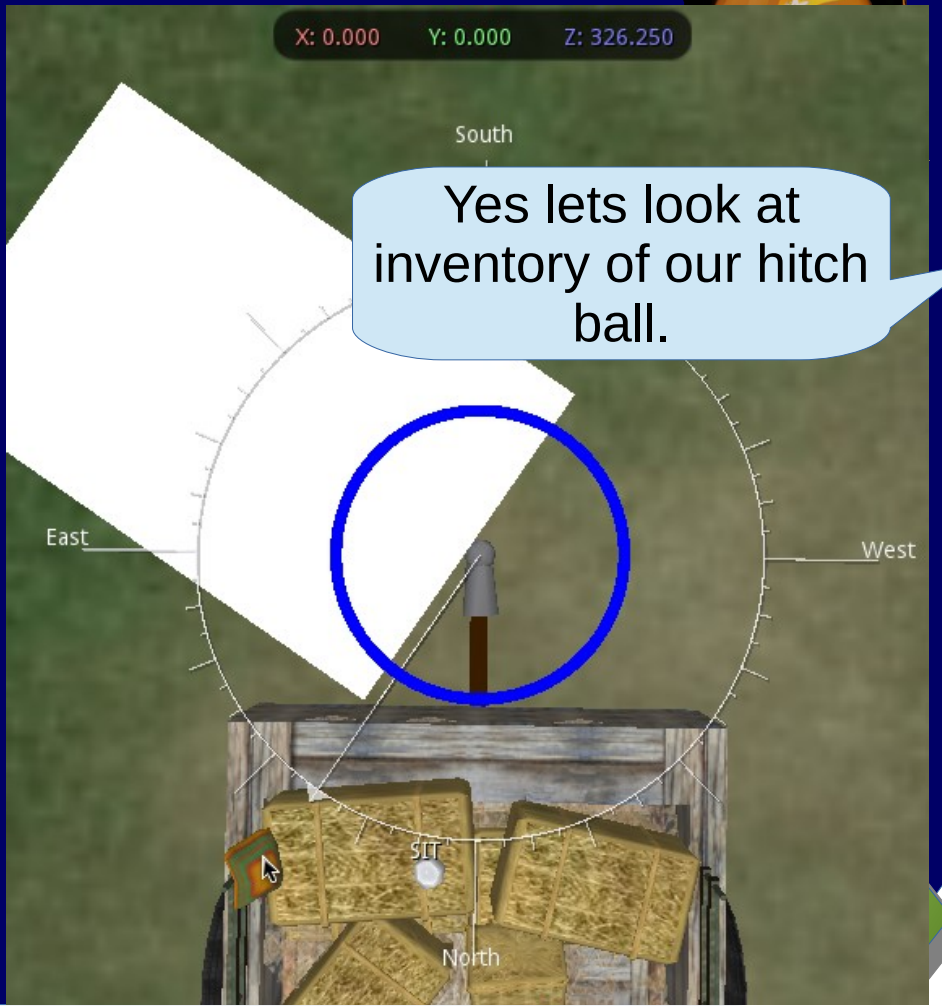
Doing the same for left side now.

~TRAILER~
for satyr farm tractor

So we now have 5 left rotation added for a total of 11 notecards created.

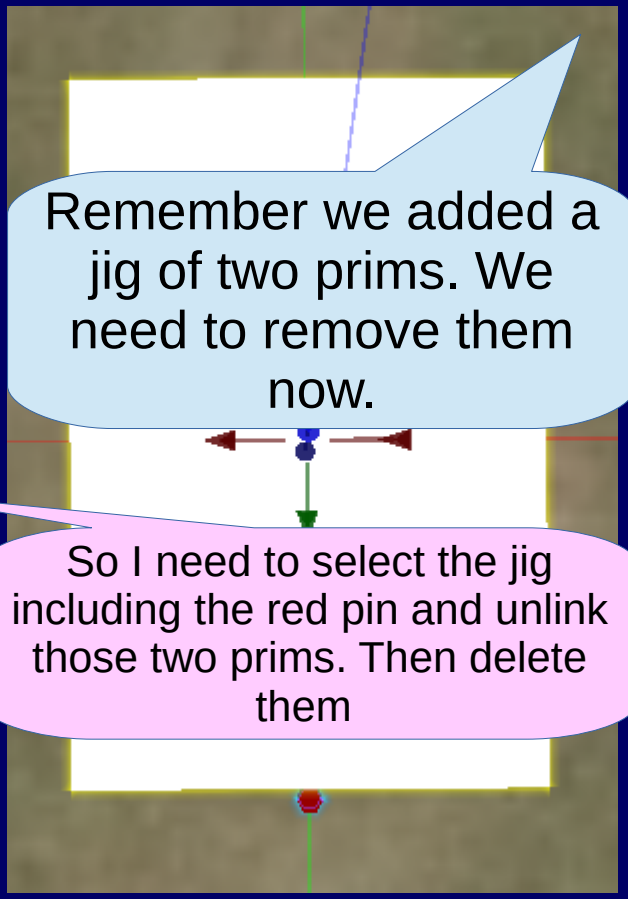


Yes lets look at inventory of our hitch ball.



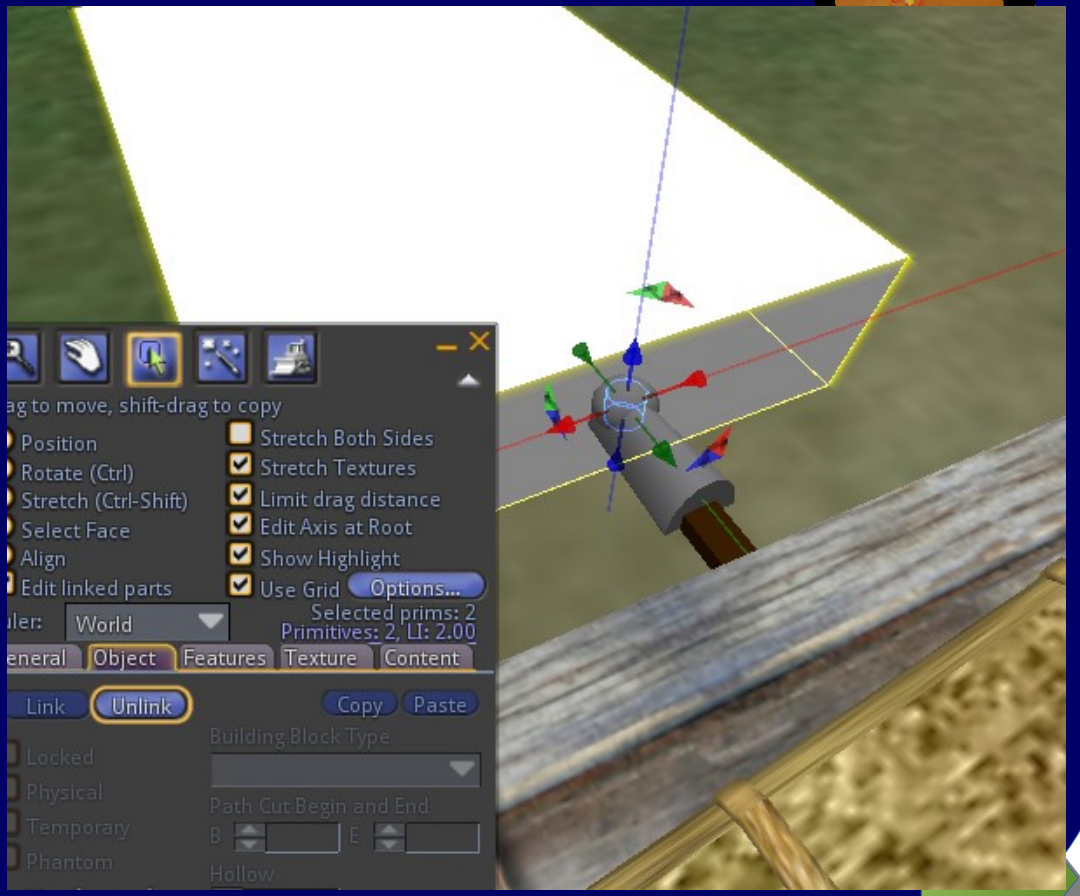
~TRAILER~
for satyr farm tractor

So what do I need to do.



Remember we added a jig of two prims. We need to remove them now.

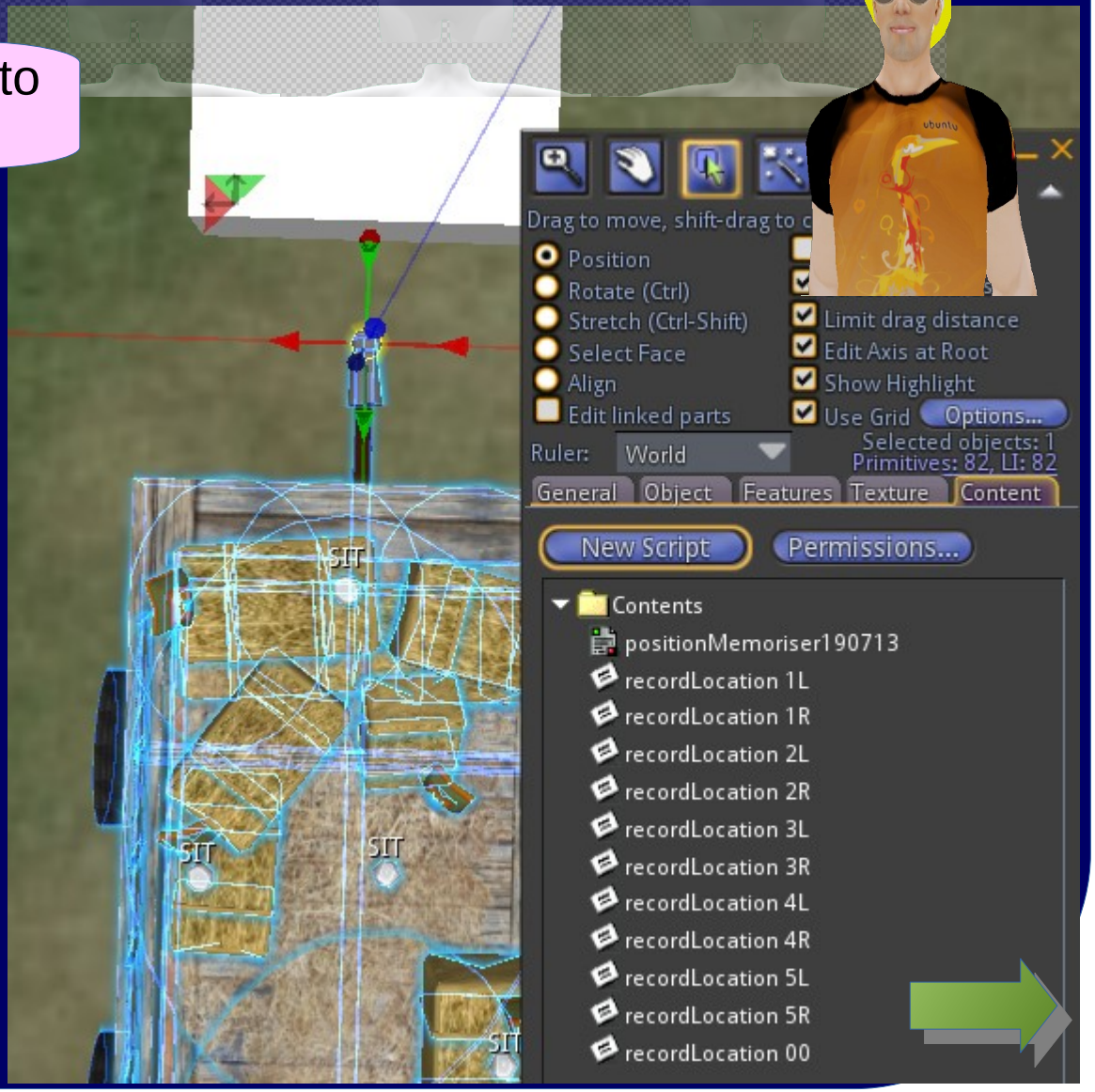
So I need to select the jig including the red pin and unlink those two prims. Then delete them



~TRAILER~
for satyr farm tractor

I move my trailer a bit to see if I did ok .

Ya you did great I see the trailer selected with the hitch ball as root prim and all our notecards and script in place. Perfect

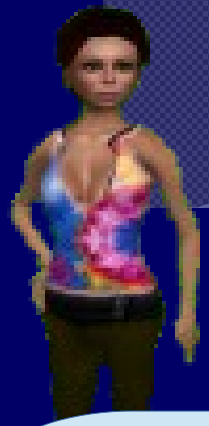


~TRAILER~
for satyr farm tractor

Now that I have recorded all 10 cars, we dont need the position recorder script anymore right?

Yes so delete it from you trailer hitch ball.

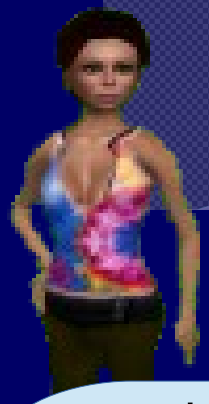
~TRAILER~
for satyr farm tractor



Once done we need to add scripts to the trailer so it manage those notecards and position the trailer properly.

So I add to my trailer hitch ball the script trailer position controller and the trailer linkset rezzer. .

~TRAILER~
for satyr farm tractor

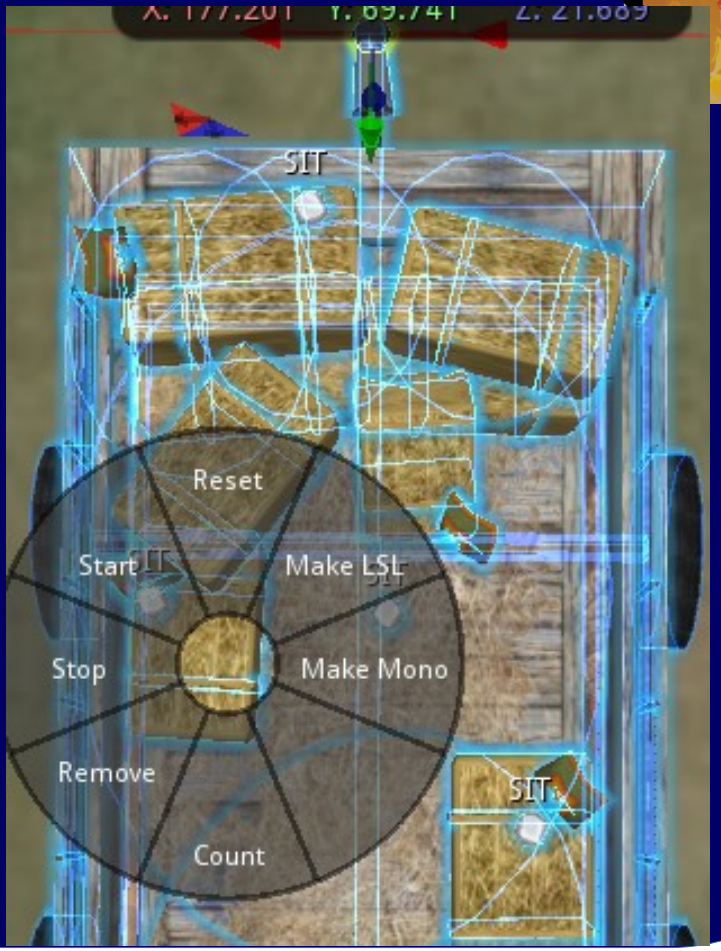


You have also the wheels that are scripted. I suggest you reuse the same wheels with different texture if you want to.

I see that you show me the wheel orientation in local with Z pointing to the trailer.

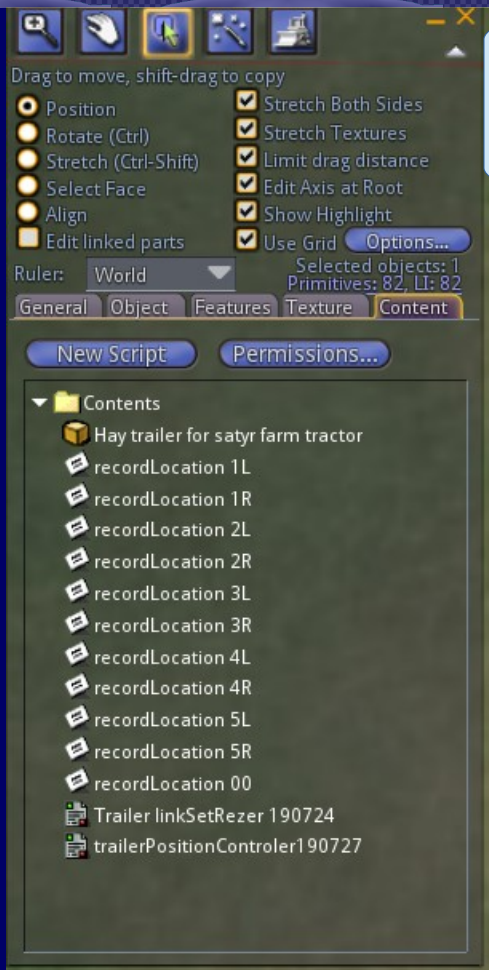
~TRAILER~
for satyr farm tractor

RESET the script to make sure it all set properly.



Done with the pie menu.

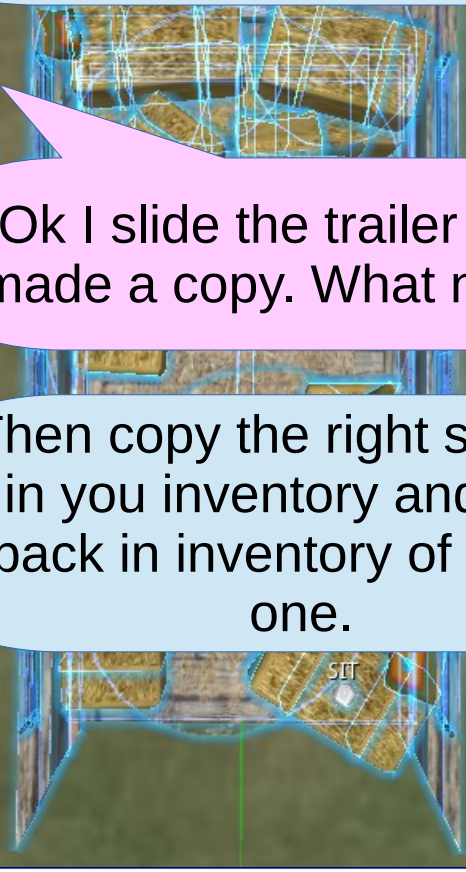
~TRAILER~
for satyr farm tractor



We now need to copy that trailer and work some more with the copy.

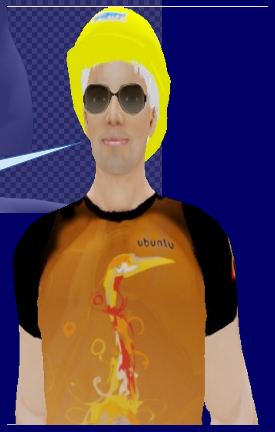
Ok I slide the trailer and made a copy. What next .

Then copy the right side one in you inventory and put it back in inventory of the left one.



~TRAILER~

for satyr farm tractor



Now we take a copy of the tractor to our inventory.

Ok and as show on picture I put that copy in the trailer inventory.

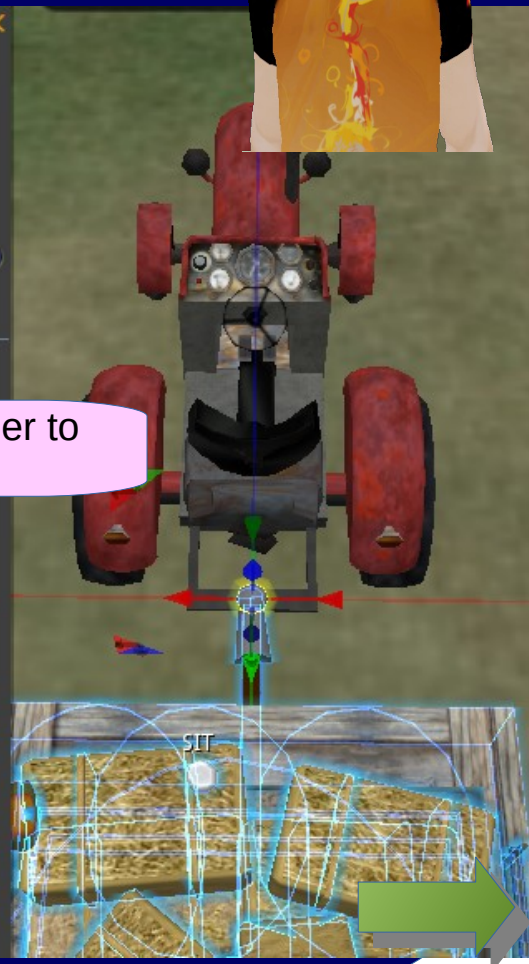
Yes. Now we have two objects in you trailer copy. We need one more.

~TRAILER~

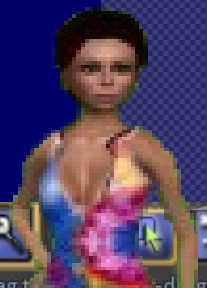
for satyr farm tractor

Edit the tractor pin prim and copy position and rotation .

Then I paste it on the trailer to move it to the pin. Ok

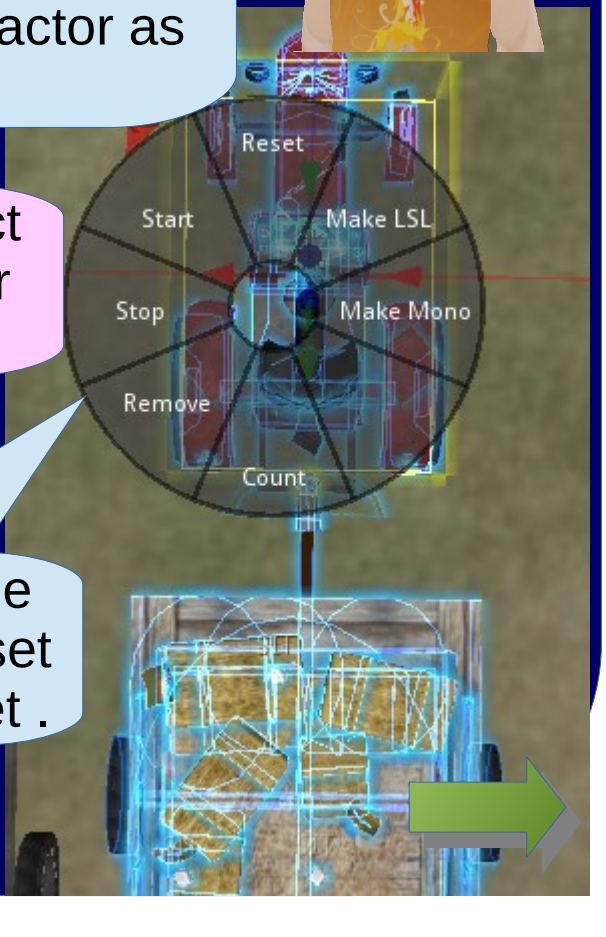


~TRAILER~
for satyr farm tractor



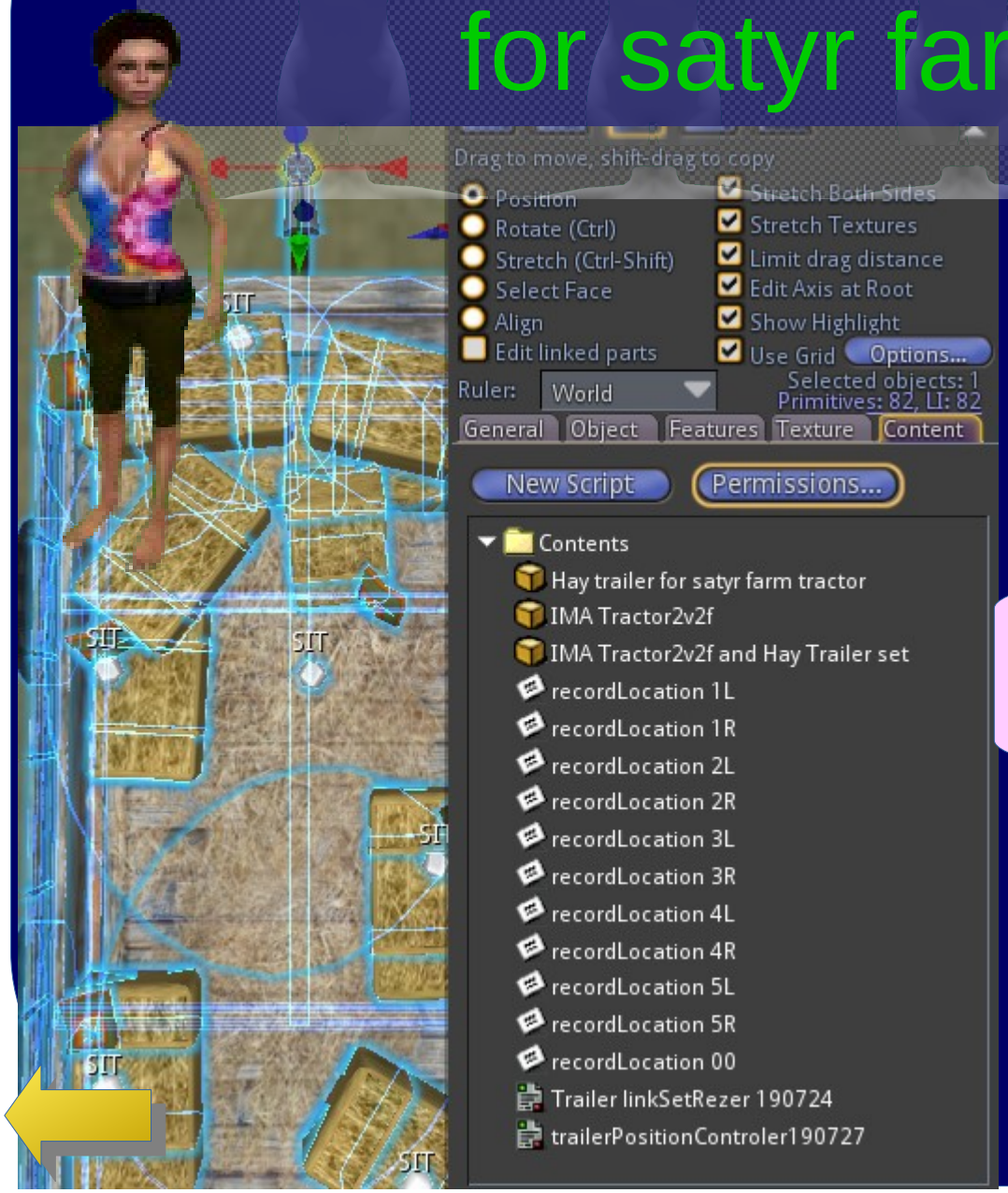
While the trailer is still selected Shift Clic on the tractor and make a linkset tractor trailer with tractor as root.

So I create a new object and I renamed it tractor and hay trailer linkset.



Dont forget to use the pie chart Reset to reset all scrips in the linkset .

~TRAILER~
for satyr farm tractor



Take a copy or the tractor trailer linkset in your inventory and copy it to the left trailer where we already copied the tractor and the trailer previously.

So now in my trailer I have three objects; the IMA tractor, the Hay trailer, and the IMA tractor trailer linkset.

That complete our trailer project with the 10 position notecards and the two scripts.

~TRAILER~
for satyr farm tractor

I sit on the tractor and use hookON menu. I had to adjust to be within 0.2m from the tractor pin to the trailer hitch and it worked fine.

SIT
SIT
SIT
SIT
SIT
Reset
Start
Make LSL
Stop
Make Mono
Remove
Count

It will work fine on opensim 09. I did my best for opensim 08 but vehicule are not as evolved on that version. Also in 08 you need opensim notecard reading function not available to everyone

~TRAILER~
for satyr farm tractor

~TRAILER~

for Satyr farm tractor

SUMMARY

-Rez your trailer its root prim shall be a trailer ball hitch.
-Add position recorder script from the tractor box.
-Rez the tractor jig, edit the jig red pin and paste to move trailer.
-Link the trailer to the tractor jig.
-Touch the trailer hitch ball and record the “recordPosition 00” notecard.
-Rotate clockwise and record 5 Right trailer rotations, “recordPosition 1R” to “....5R”.
-Rotate anti-clockwise and record 5 Left trailer rotations, “recordPosition 1L” to “....5L”.
-Remove the position recorder script
-Unlink the jig root prim and red pin.
-Make sure the root prim is now the trailer hicth ball.
-Add the position controler and the unhook linkset script in trailer inventory.
-Drag right the trailer to make a trailer copy. Make a copy of the right side on and put in left side trailer inventory.
-Copy the tractor and put a copy in the left side trailer inventory.
-Last fit the trailer to the tractor and link them together so the tractor is the root.
-Give a name reset the set and copy that to the left side trailer.
-You now have 3 object in the final trailer. The tractor, the trailer and the tractor trailer link.
-

Please note that this trailer project has been tested with opensim 0901 . Some effort has been put into making this project compatible with 0821 . The “hook trailer ” “on or off” needs opensim notecard reading feature that is not necessarly available to all.

GiMiSa 190730