

Unofficial Guide



PLANET NOMADS WIKI

BUILDING A VEHICLE

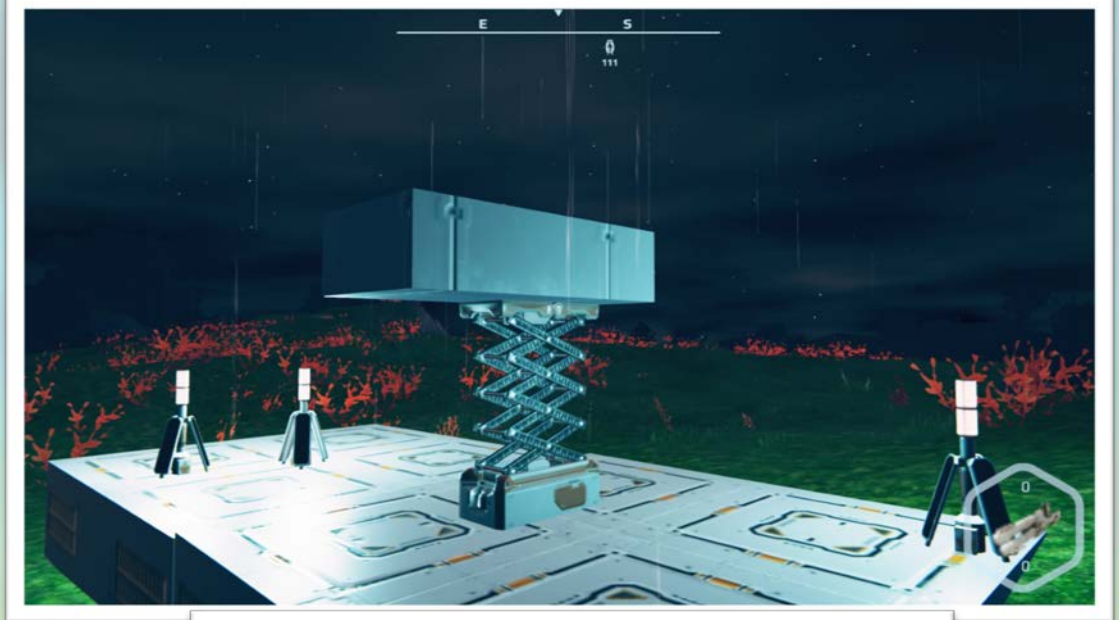
by egrphj

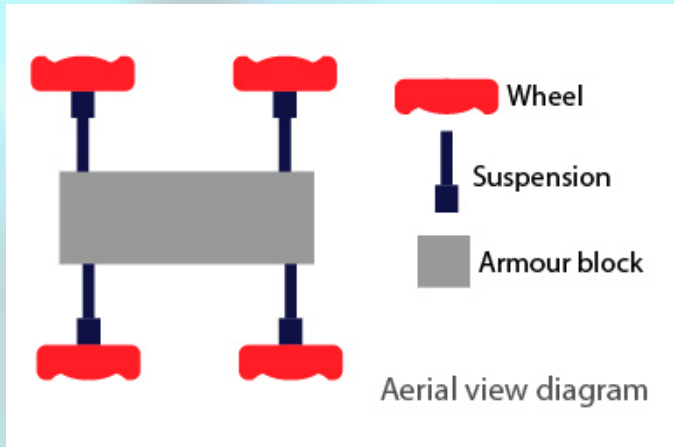
Introduction

- As you can guess, vehicles allow you to travel faster over the terrain than can be achieved by foot and keep you safe from environmental hazards such as rain, and hostile animals ignore the vehicle. You can even use it as a way to kill them by running them over
- Materials:
 - ✓ Basic frames
 - ✓ Plating MK1
 - ✓ Glass panels
 - ✓ Mechanical parts
- Many of the components that will be used are under the **Mobility** tab in the Build panel, with the armour blocks under Basic. All are available in the **All** tab
- Component, material and machine names shown in **bold**

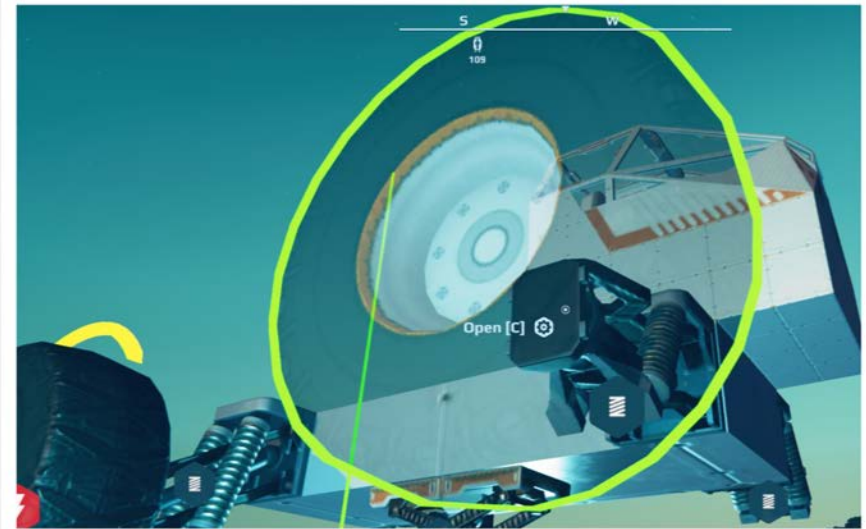
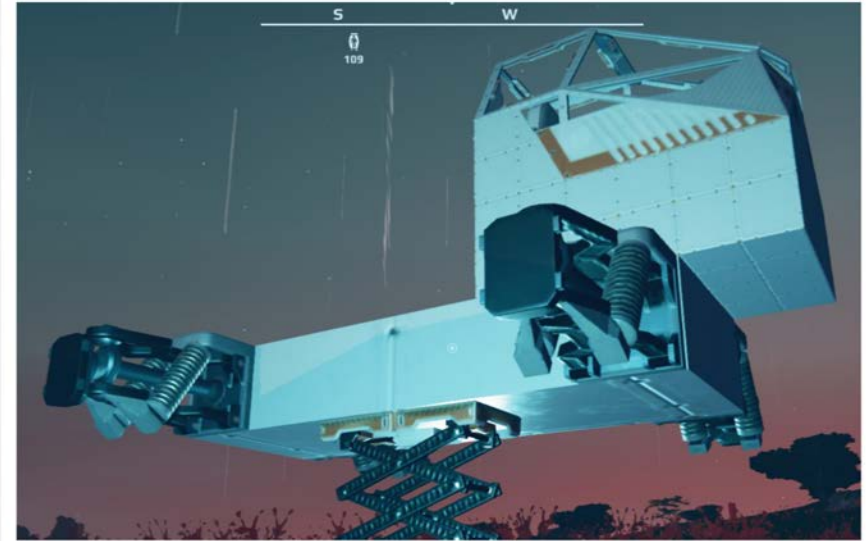
VEHICLE BASICS

1. Build a floor piece if convenient and place a **Jack** on top
2. On top of the jack, create a platform of **armour blocks** 2x6 or so (6-8 lengthways, 2 or 3 widthways)
3. Place a **2x3 cockpit** on top of the platform as shown. The exact placement is up to you as long as the component is attached to the armour blocks and facing the right way





4. Place 4 **suspension** pieces on the sides of the platform facing out. I am in Creative here but in survival you they will initially resemble train buffers and will need to be welded fully to apply the springs. **Mechanical parts** are used here (see top right and diagram)
5. Place **buggy wheels** on the ends of the suspension
 Note: make sure the wheels and suspension are fully welded to be usable. A display showing how complete the item placed is along with any missing components is shown on the top left
6. Remove the Jack to free the vehicle once the wheels are installed. Note it is difficult to add extra wheels etc. once the vehicle is on the ground



Power

Battery Method

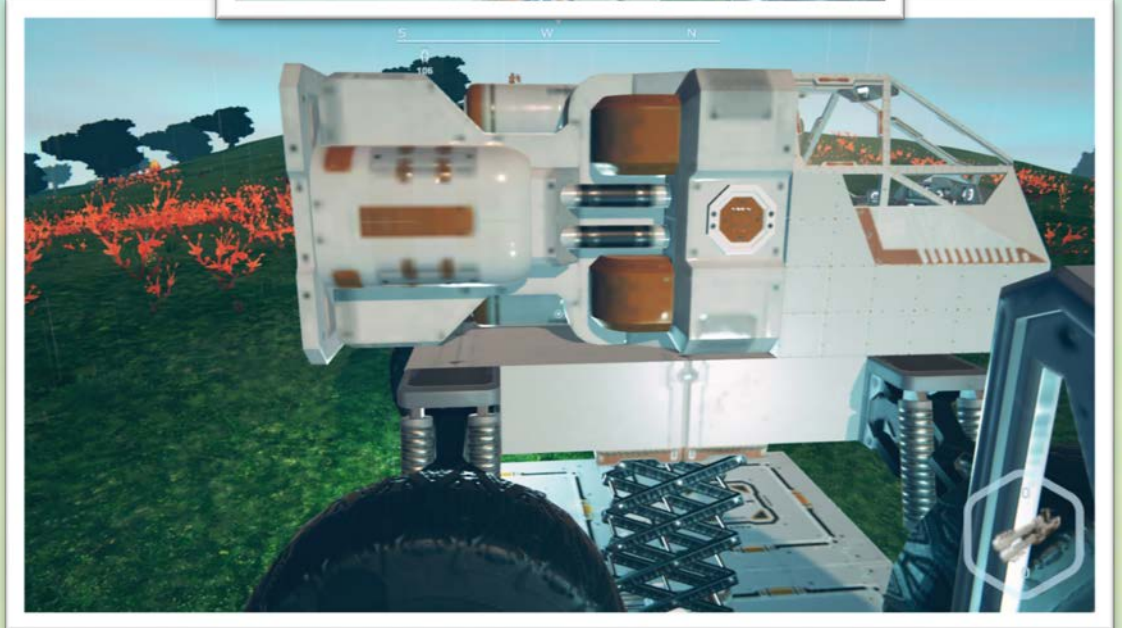
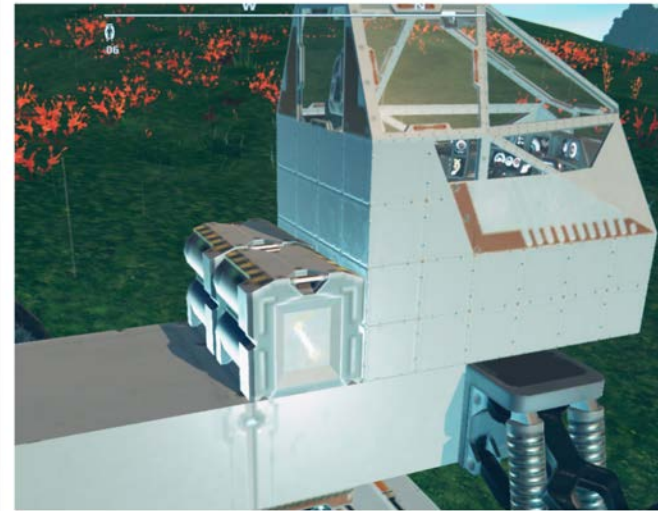
Make **battery cells** in a **Medium 3D Printer**

Place a **compact battery rack** on the back of the vehicle and insert the cells

Generator Method

- Place a **Biomass Generator** on the back of the vehicle. You can press X to change the rotation (mouse wheel) axis prior to placement and place down longways and insert **biomass** as fuel.
- You may need to make the vehicle longer, just add more armour blocks to the back and add an extra set of suspension and wheels to the back end. My survival vehicle has 4 or 5 sets (8 or 10 wheels)

Tip: Stairs can be a helpful way to reach the platform level more easily



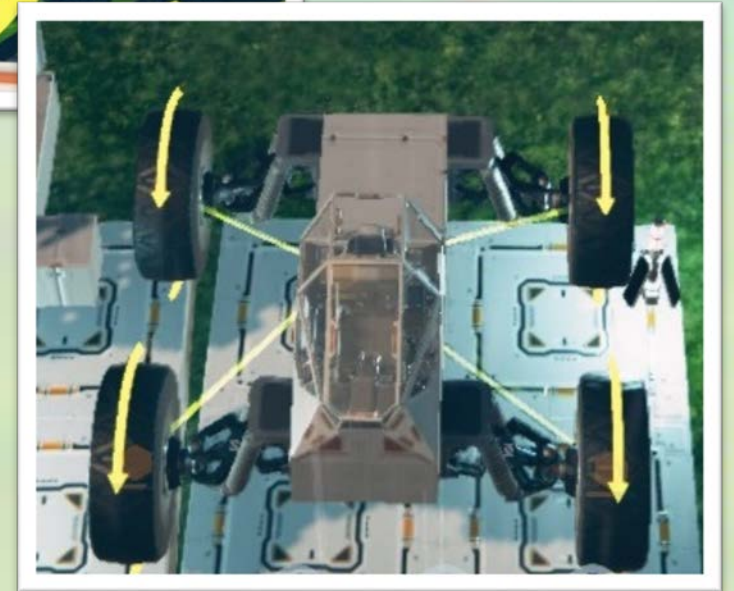
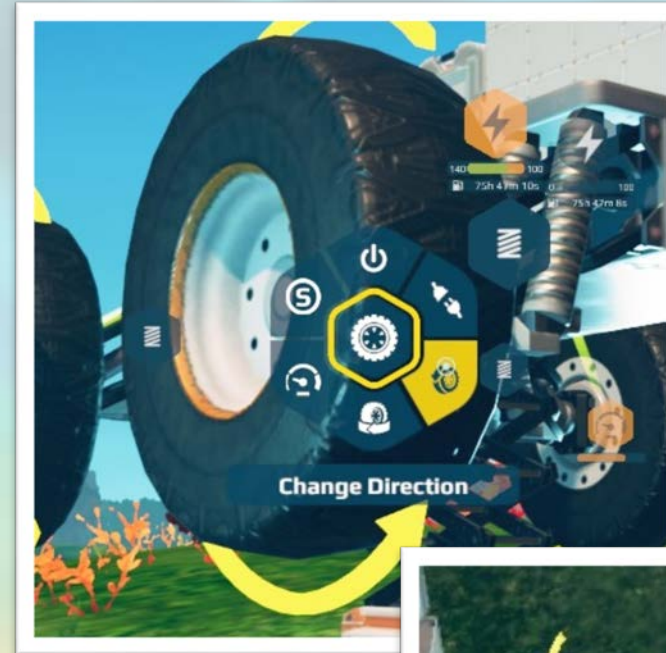
Connecting up

1. Hover your mouse over the generator/battery rack and hold **C**
2. Click the cable icon as shown (top right)
3. Hover your mouse away and you will see the cursor has turned into a cable icon
4. Mouse over each wheel and click to link the power. Note the ribbon to indicate the link is active



Wheel settings

1. Check the wheel direction indicated by the circular arrows around the wheels. They all need to go forward (forward being indicated by cockpit placement)
2. Press **C** when over a wheel and click the **Change Direction** button shown to change direction. They all also need to go the same way or the vehicle would turn on the spot



Steering

1. Unless you want the vehicle only going in a straight line, you will need to set the steering
2. In the C menu again, click the bottom button as shown to change steering mode
 - Relative to the cockpit, the vehicle's left wheel needs to be set to **Opposite Steering**
 - And the right to **Steering**
3. Enter the cockpit by pressing E when looking at it as you would with the escape pod or stasis chamber and test out the steering in third person view



Grip

- Again in the **C** menu, go to the top left option. By default this is set to speed (S) priority which prioritises speed over grip/hill climbing. This is best for travelling over flatter areas
- Set to T (torque) for climbing slopes and difficult terrain. I recommend this
- Make sure all the wheels are set to Toque for optimum efficiency on awkward and steep terrain



Facing Problems?

Checklist

- ☐ Are the wheels facing the right direction?
- ☐ Turning on the spot? Check the steering is set right, may take some experimentation. The steering instructions I gave took some experimentation
- ☐ Make sure you removed the jack and there's no obstacles blocking your way
- ☐ Is the power source fuelled and linked to the wheels?

EXTRAS AND MOBILE BASE

- Place a **solar beacon** on the vehicle as a cheap non-power-consuming light source and turn on the locator (bottom option) to keep track of your vehicle via the compass
- As shown on the right, a front or top-mounted searchlight can be placed on vehicles to light your way at night. Like the wheels, these are powered by the batteries or generator
- The **Uranium Generator** is a much stronger long-lasting source of power when you get the materials for it. Uranium can be found in the desert and snow biomes
- Winches can be used to rescue an upended vehicle (happens to me a lot)



Why is it always raining?

Mobile Base ideas

- The vehicle doesn't have to be little, make it wider, longer,
- Add more wheels for better grip and add machines to process wherever you are
- Placing and using **stasis chamber** and naming it something relevant like "car bed" means if you die you can respawn in your vehicle in that stasis chamber
- Use solar beacons to create a mobile pool of light at night

I use the following design shown below in survival. Can add more but don't want to overload it

