

Creating Stationary Objects— Old World Editor:

1. **Vehicle Clone— In Game Spawn & “Radial Save”:**
 - For saving “vehicle’s damage state” only.
2. **Vehicle Clone— In Game Spawn, World Editor Save:**
 - Will not save the vehicle upon reopening the game.
3. **Vehicle Object— World Editor Create, World Editor Save:**

W.E.\Scene Tree\Library\Level\BeamNG\Vehicle\center
pull down menu\choose item\[create new].

- + Objects will save for successive game sessions.
- + Objects will retain collision properties.
- Will spawn fixed orientation, not allowing user rotation to be saved.
- No choice in version of a given model.
- Objects might miss parts.
- Objects may spawn without textures.

4. **TS Static Object— World Editor Create, World Editor Save:**

W.E.\Scene Tree\Library\Meshes\Art\Shapes\misc\
[choose & 2x-click object file]

OR!

W.E.\Scene Tree\Library\Meshes\[<][<]\[slide right to the
last column]\vehicles\2x-click folder\2x-double click file.

- + Objects will save for successive game sessions.
- + Objects will retain user rotation.
- + Objects have no weight, and can be saved suspended in air, tilted on end, etc.
- + Given their “hover-state”, can use z-value to measure the height of other objects (if wanted).

- Very difficult file paths to remember. 2 different choices can yield either texture or non-texture objects.
- Limited number of choices in a given folder.
- Some objects appear/don't appear in certain maps.
- Objects may spawn with or without textures, questionable results.
- Cars will not possess collision properties, other objects might or might not. Difficult to control.
- Identical model vehicles, one with textures one without, can crash the game.

5. Prefab Object— In Game Spawn, W.E. Convert, W.E. Save:

+ The ultimate and final solution!!!

+ Saves objects for successive sessions

+ Will remember exact placement and orientation.

+ All objects will ALWAYS possess collision properties.

+ You have all the model type choices in the “in-game” vehicle library available to you.

+ You won't have a “no textures” issue, unless the object spawns w/o textures to begin with.

+ Easy to do with no long address paths to follow.

– Don't forget it's a three-step process... don't forget to convert in-game clone objects, to prefab objects.

– Resolve any position/orientation issues with the push/pull tool, or “x,y,z,w-value-fields”; in the clone stage. Don't wait to do it after the conversion Prefab state.