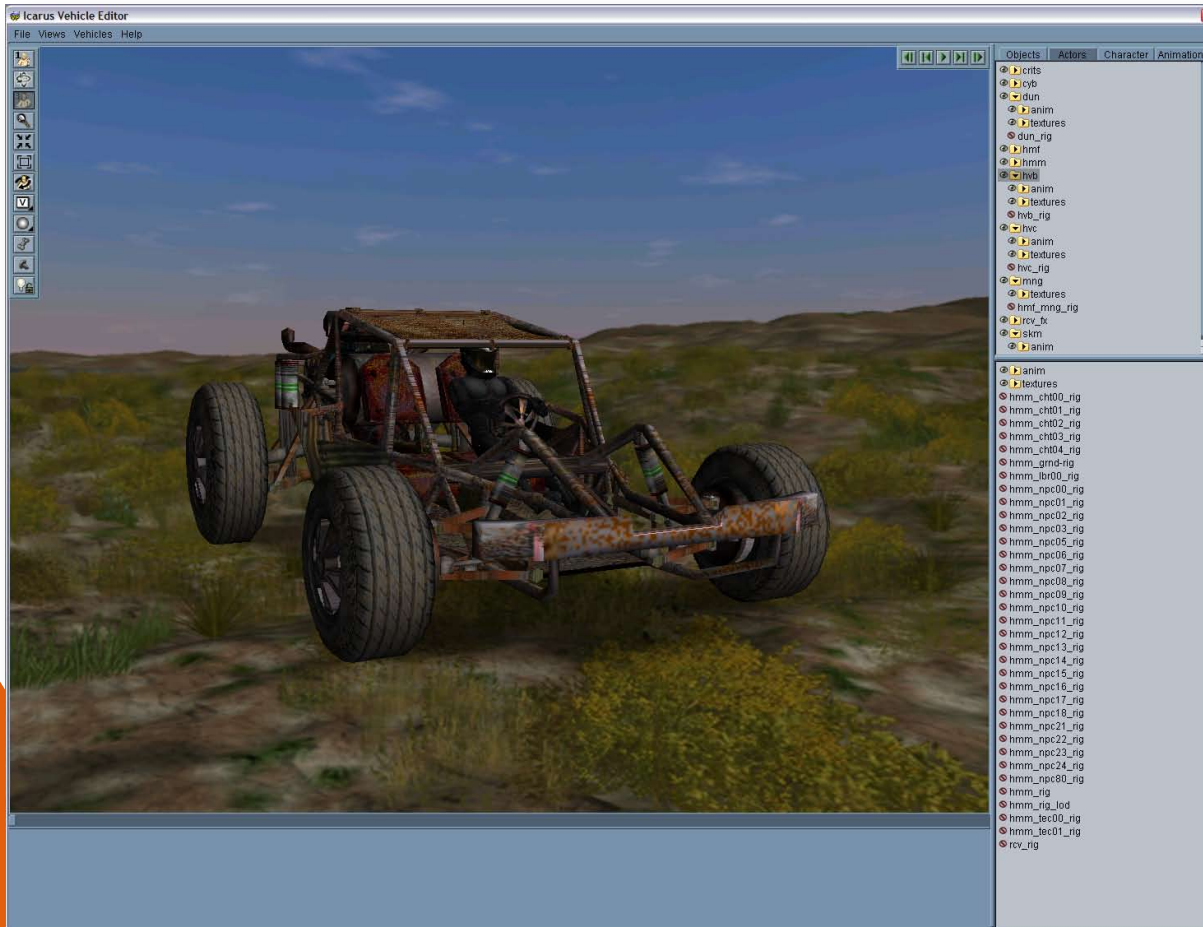


ICARUS VEHICLE EDITOR™ TOOL

CREATE CUSTOM VEHICLES



Select Icarus Vehicle Editor™ Features:

- Use any 3DMax file as the basis for a vehicle
- Saves and loads vehicle configuration files that can be loaded into the game
- Specify tire and wheel characteristics as well as mass
- Test changes in real-time.
- Drive the vehicle in third and first person
- Specify engine and idle sound as well as secondary sounds
- Define engine characteristics such as torque curve, redline, number of gears, and gear ratios
- Create vehicles with 2, 3, or 4 wheels
- Create all wheel drive, front wheel drive, and rear wheel drive vehicle types

The Icarus Vehicle Editor™ allows a wide variety of custom vehicles to be quickly created through a simple graphical interface. Using standard 3DMax files for the model of the vehicle, the Icarus Vehicle Editor™ allows the user to set all the characteristics of the vehicle, from its engine torque to its wheel size to its center of balance. This enables the easy creation of a wide variety of vehicle types, each with its own unique feel and handling profile. Additionally sounds can be attached to the vehicle through the Icarus Vehicle Editor™, allowing the user to specify the sound of shifting gears or breaking wheels. Once a vehicle is finished, Icarus Vehicle Editor™ creates configuration files that can be easily loaded into your virtual world.