

Tutorials 4.4 Vehicle

De Wiki

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What is an Assembly ?

As explained more in details in the user manual, the [Assembly](#) is a mean to build a vehicle. The main principles are the following ones:

- An [Assembly](#) is described by its sub parts (and can be made of only one).
- Each of these parts is defined by a name, a frame to know its position and orientation at any time, and a list of properties.
- The first created part is the "main part". Its associated frame defines the "main frame" of the vehicle.

The [Assembly](#)'s creation is made through a "builder" object as in the example below.

Code examples:

- [Vehicle with mass property](#)
- [Vehicle with mass property and tank](#)

Using the Vehicle class

Since V3.4 version, it is now possible to use the [Vehicle](#) class which is simpler to use for basic spacecraft definition. the following examples show how to define:

- the dry mass and the shape
- the propulsive properties
- a full configuration

Code example:

- [Using the Vehicle class](#)
- [Using the Vehicle class with Propulsive and Tank properties](#)
- [Using the Vehicle class with a full configuration](#)

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