

8 OPEN THE SAMPLE SYSTEMS

Choose **Open** from the **File** menu and open one of the sample systems (located in your “My Documents” folder). These samples will help you see how gear can be arranged.

9 LEARN MORE

Try using each of the items in the **Gear Panel** on the left side of your screen. How does the gear interact with other items?

Click your *right* mouse button on everything! This will display “shortcut menus” of relevant commands.

Try adding a **Hand** to the system you create in this Tutorial, and then choose **Calculate Forces** from the **Tools** menu.

Visit RescueRigger.com/Addins to add additional gear to the **Gear Panel**.

? LEARN MORE

Press the **F1** key to display the online Help. The Help system includes answers and instructions to all of RescueRigger.

RESCUERIGGER™

QUICK START TUTORIAL

1 INSTALL RESCUE RIGGER

1. Download the RescueRigger file named **RescueRigger_Setup.exe** from RescueRigger.com.
2. Run the file named **RescueRigger_Setup.exe**.
3. Follow the on-screen instructions.

2 ADD GEAR

Drag the following five pieces of gear from the **Gear Panel** on the left side of your screen onto the workspace.



3 MODIFY THE GEAR

Click your mouse on the **Piton** to select it. Then click-and-drag the blue “selection dot” to **Rotate** the **Piton** so it looks like this.



Now rotate the **Carabiner** so it looks like this.



4 MOVE THE GEAR

Click and drag the gear so the **Piton** is located near the top of your screen and the **Load** is near the bottom.



5 CONNECT THE GEAR

Use your mouse to drop the **Carabiner** on the **Piton**. You will hear a “click” when they connect.

Now drop the **Pulley** on the **Carabiner**. The three pieces of connected gear should look similar to this.



Drag the blue “selection dot” to rotate the **Knot (F8 Loop)** and then drop it so it connects to the **Load**.



6 ADD A ROPE

If you press the **Ctrl** key when dragging gear that is connected to other gear (e.g., the preceding **Knot** and **Load**), the connected gear will remain connected.

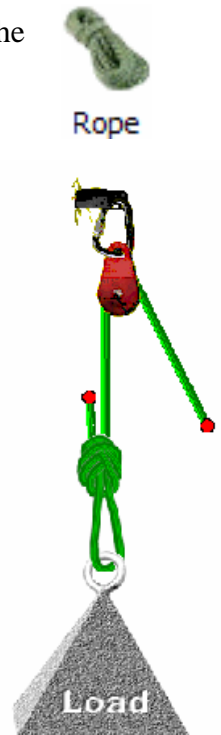
Drag a rope from the **Gear Panel** onto the workspace.

Now grab the *middle* of the rope and drop it on the **Pulley**.

Next, grab the *end* of the rope and drop it on the **Knot**.

Your system should now look similar to the illustration on the right.

It is not a practical way to raise the load, but it gives you a quick introduction to creating a system. You could add a prusik, carabiner, and pulley just above the knot to change this into a 3-to-1 system.



7 SAVE YOUR SYSTEM

Save the system by clicking on the **Save** icon on the toolbar.

