New Features Of Ultimate Traffic Controller

The new features include:

-Vehicle Grab System,

-Vehicle Enter and Exit System,

-Bike physics and AI,

-CharacterController(Fps / Tpp)

- Note : Vehcile grab system and vehicle enter and exit component support only the bike physics for now , it would have car physics as we update UTC

How To Setup MotorCycle Physics

please follow the steps one after the other:

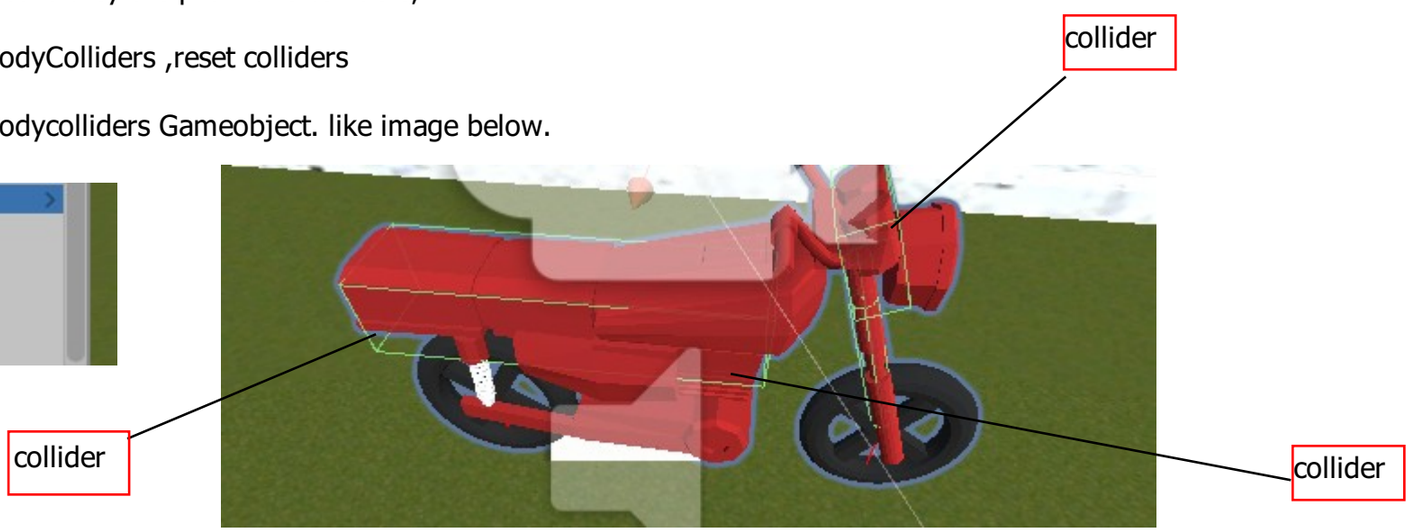
-Create a new gameobject call it (SimpleBike), reset the position.

-add a rigidbody to it , set the mass to at least 700,set angular drag = 5 , check use gravity = true

-create colliders for the bike make sure they are premitive colliders,

-create a child gameobject call it BodyColliders ,reset colliders

-child all colliders for the bike to Bodycolliders Gameobject. like image below.

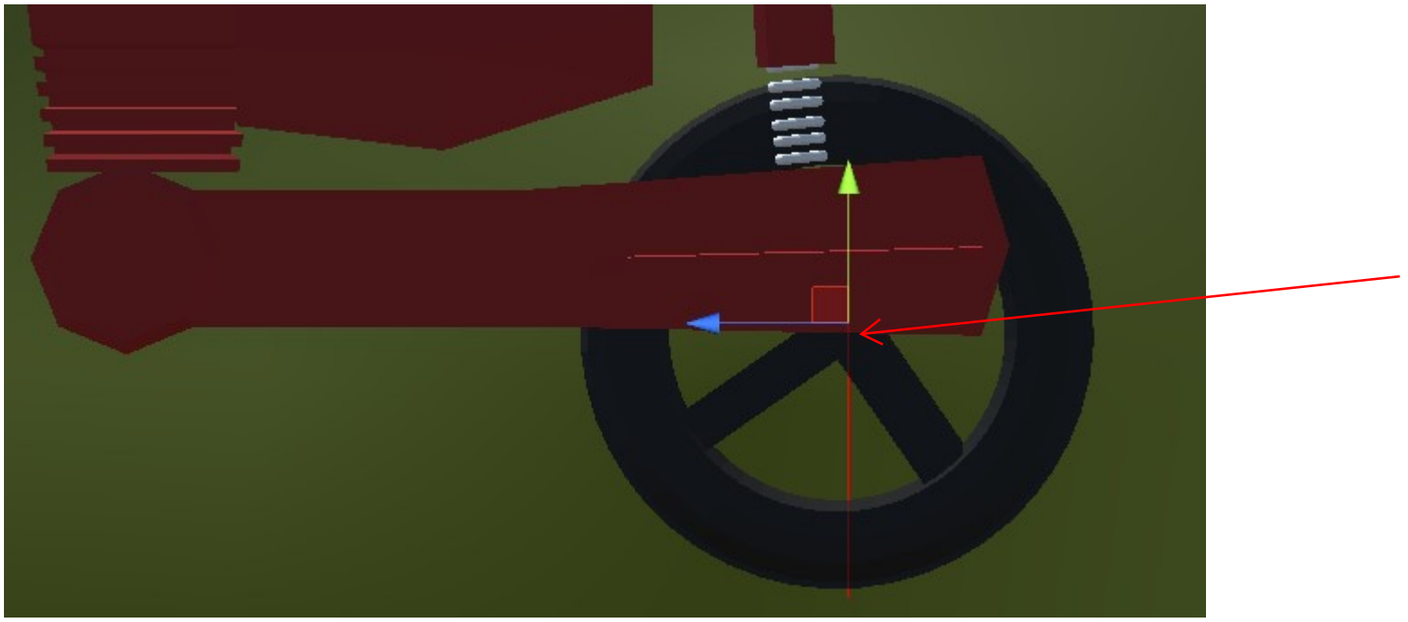


-select all colliders and change tag to (CommonTrigger), note its case sensitive

-create another child gameobject call it RearwheelParent this wheel contain everything that concerns your bike rear wheel

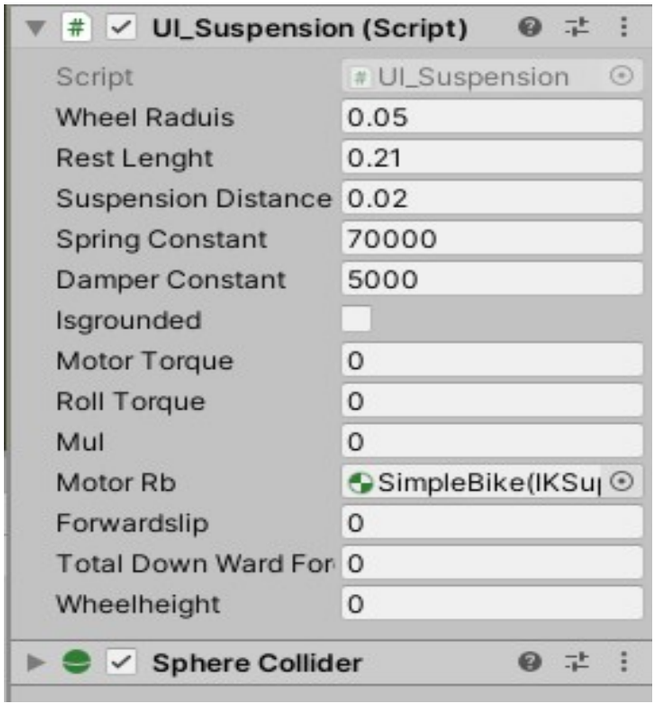
-create another empty child object call it RearWheel , add the component (Ul_suspension)

-move the rearwheel to the center of your rearwheelmesh like image below.



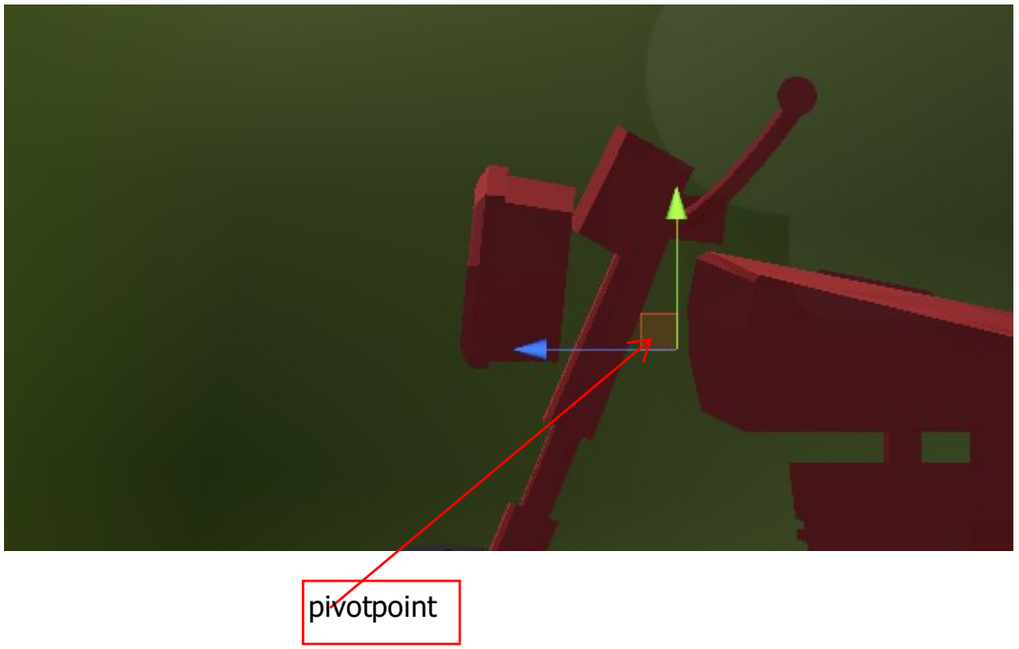
-notice that read line, that is the suspension distance ,

-select the rearwheel and apply settings that best suits your wheel meshes... check below for wheel settings of the bike in the above image



-create an empty child gameobject of the simplebike , call this the NeckHinge , this will hold the front wheel and bike head.

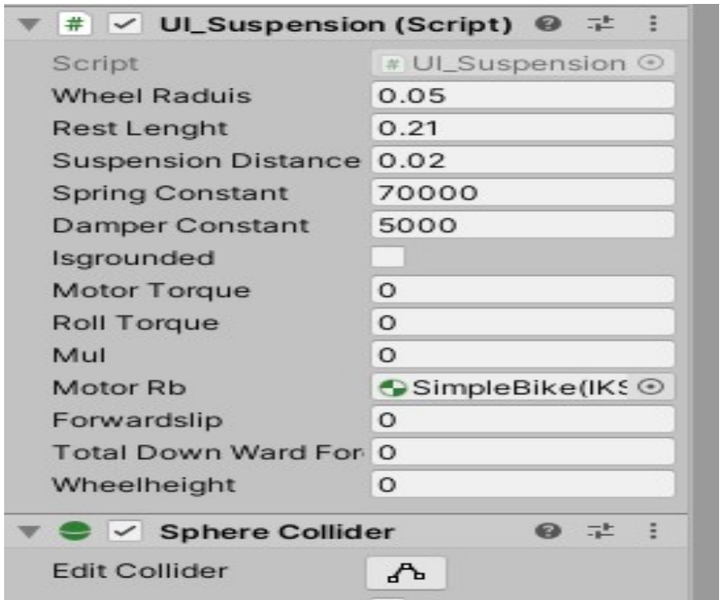
-move the hinge gameobject to pivot point of your bike neck , observe in image below...



-that is the perfect pivot point for this bike it will be different for your own bike model,

-next select everything that you want to rotate with bike neck and child this to the NeckHinge Gameobject.

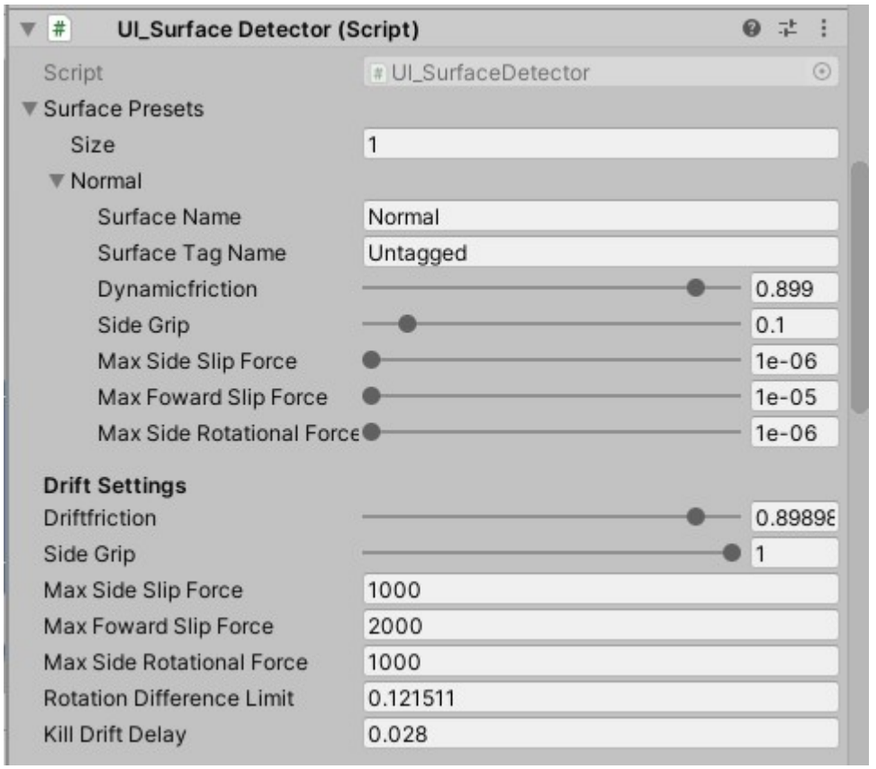
-create a front suspension same approach with your rear suspension



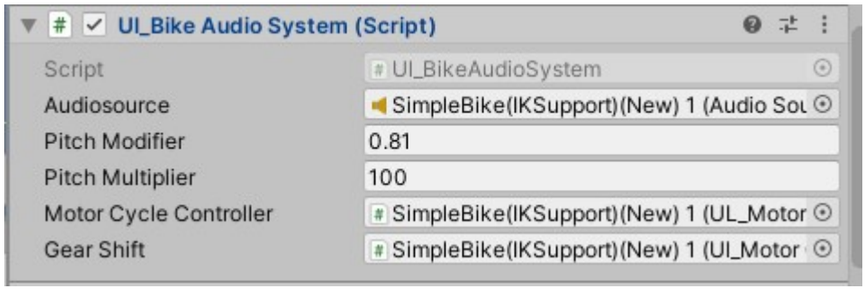
-Child the front suspension and frontmeshes to the neckhinge gameobject.

-select the simplebike gameobject i.e the parent and add these components (Ul_SurfaceDetector,Ul_MotorCycleControl,Ul_MotorCycleController, Ul_MotorCyleGearShift,Ul_MotorCycleAudioSystem)..

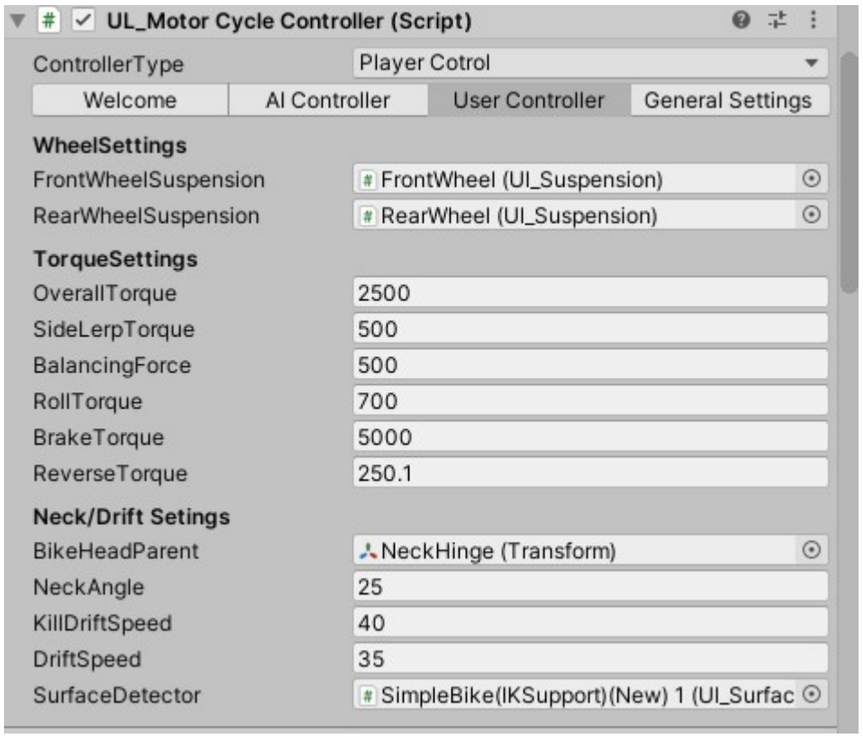
UL_SurfaceDetecor



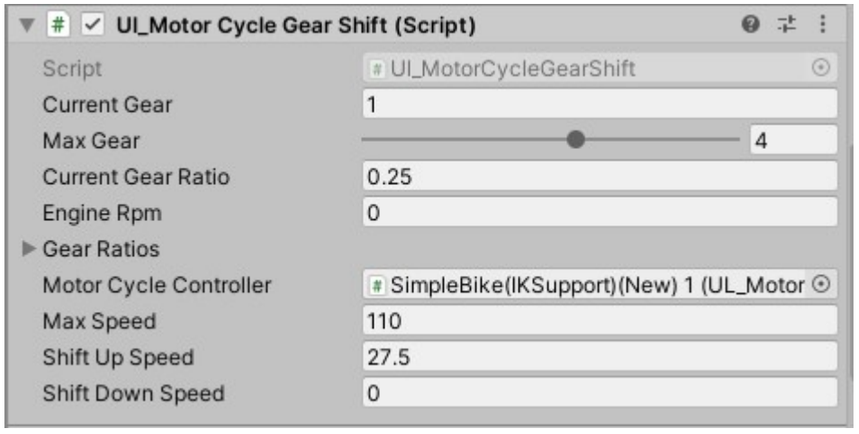
Ul_MotorCycleAudioSystem



Ul_MotorCycleController



Ul_MotorCycleGearShift



Note : Topspeed of the bike should be set from the gearshift component

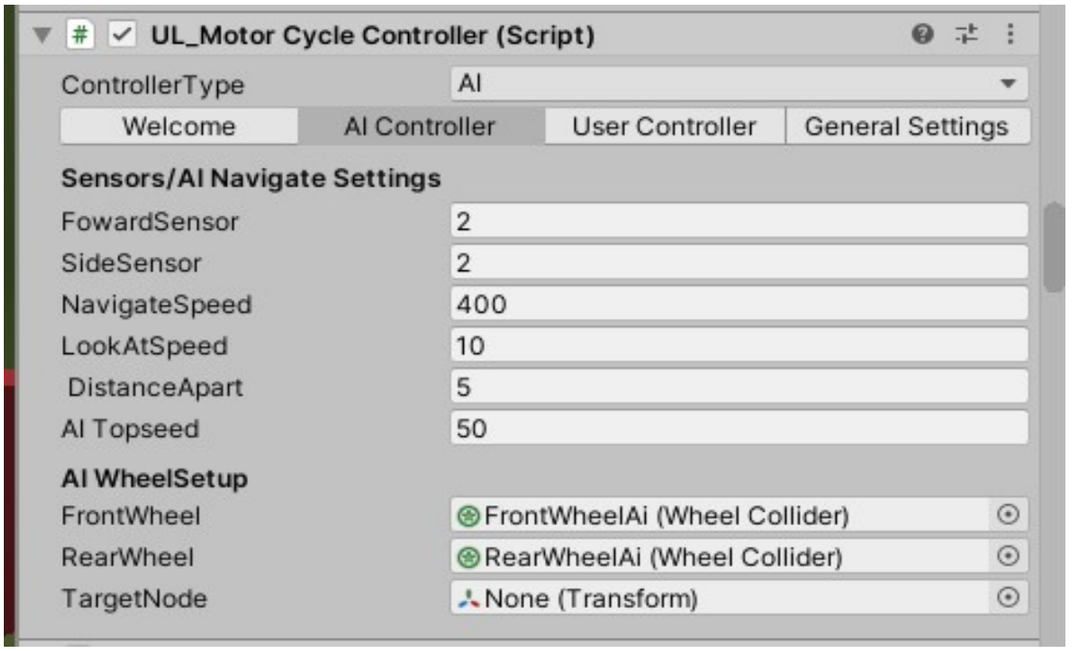
Setup Bike AI System

-this is very easy all you need do is.....

-select your exsiting bike and duplicate it , name the duplicated copy bikeAI

-select change the controllerType popup to AI in the Ul_motorcycleController component

-change the tab to AI, then the AI settings Should now be Available..... observe in Image Below



Bike Controller Supports Human Ik System Please Suscribe to my YouTube Channel to stay tunned on when i would realease on UTC IK System....., VehicleGrabSystem, VehicleEnter_Exit....

also this system will not work for cars or trucks but only for bikes , we working on making the grab function for all vehicles..

Thanks for choosing Ultimate Traffic Controller