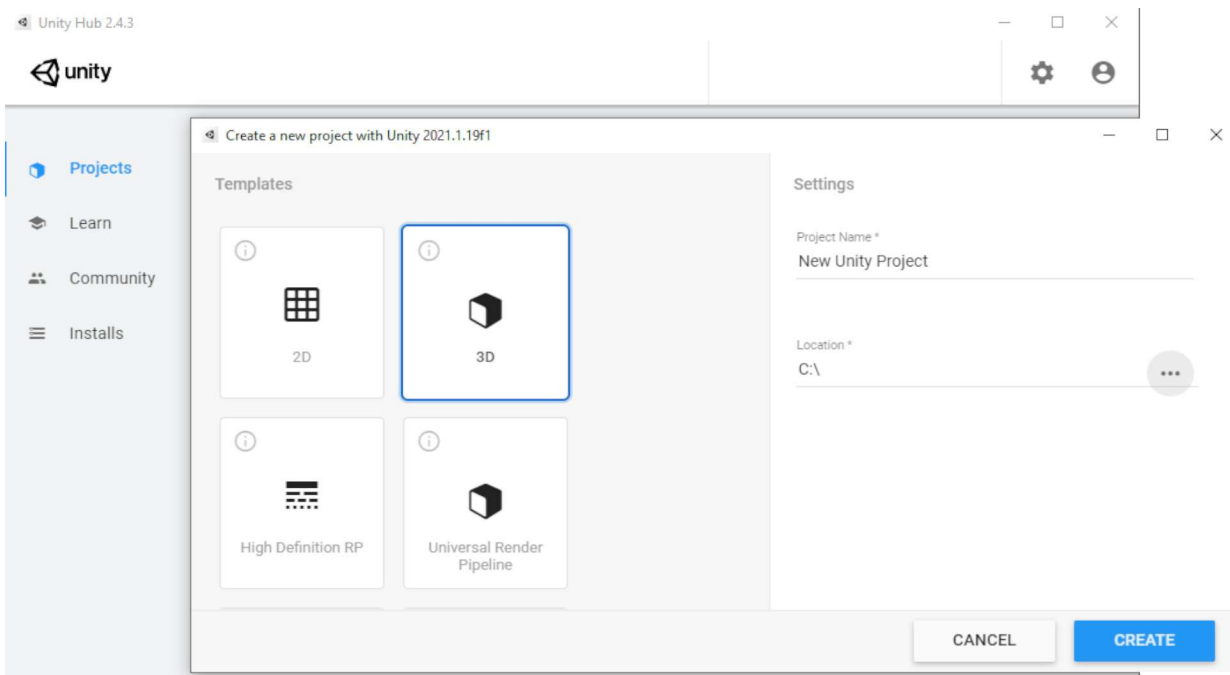# Motorcycle PRO

Drivable

Content:

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  - Change Body Material
  - Change Wheels Material
- Special Skins
- Rider Body and Helmet Color
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Project Setup:

1) Open Unity Hub and create a new Unity Project (or open your project):
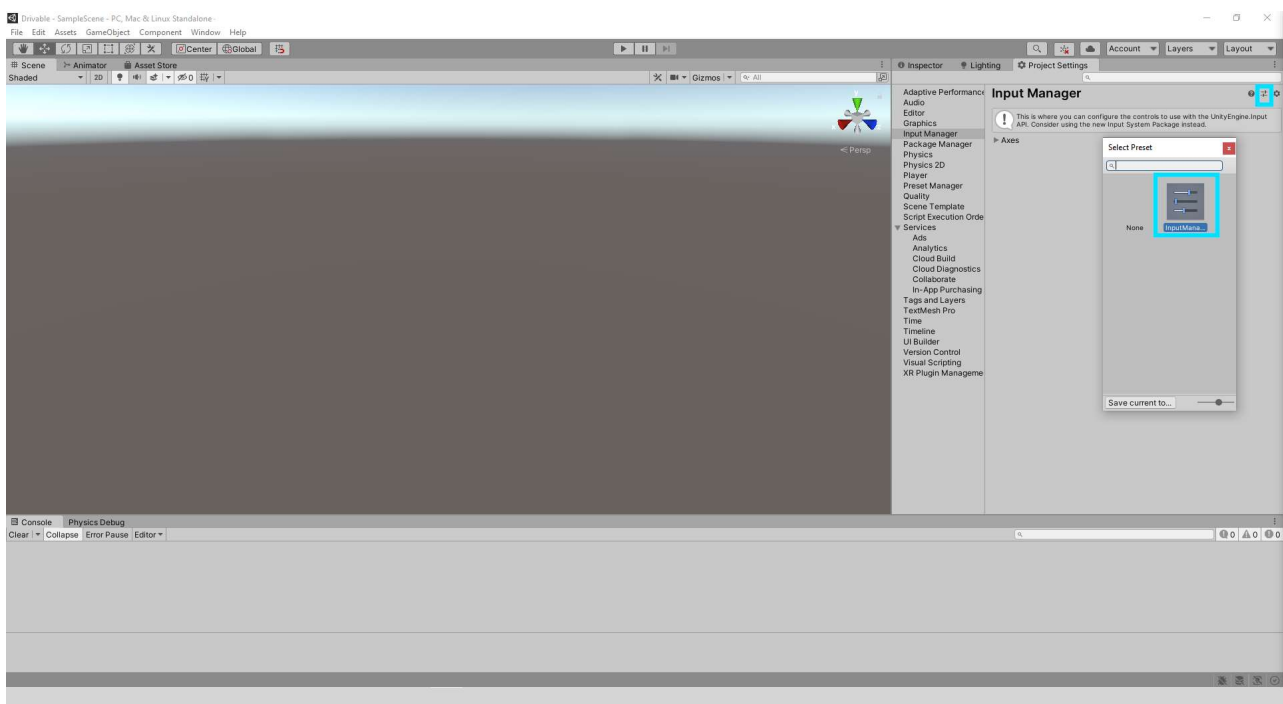

2) Go to Edit/Project Settings/Player and change color space to Linear (Other settings)

3) Open Unity Package Manager and import Post Processing package.

4) Open Unity Package Manager and import MotorcycleProDrivable.

5) Go to Edit/Project Settings/Input Maganer and click on the little sliders icon in the upper right corner of the Inspector (between the "?" and gear icon)
Then... In the Select Preset window click on InputManagerPreset

You can change the keys if you wish. These are the default ones:

Accelerate	W	↑
Steer Right	D	→
Steer Left	A	←
Reverse	S	↓
Brake	Space	
Gear Up	E	🖱️
Gear Down	Q	🖱️

Change Cam	V
Head_Light	L
Right Indicator	X
Left Indicator	Z

6) Go to Edit/Project Settings/Tags and Layers and click on the little sliders icon in the upper right corner of the Inspector (between the "?" and gear icon)
Then... In the Select Preset window click on TagManagerPreset
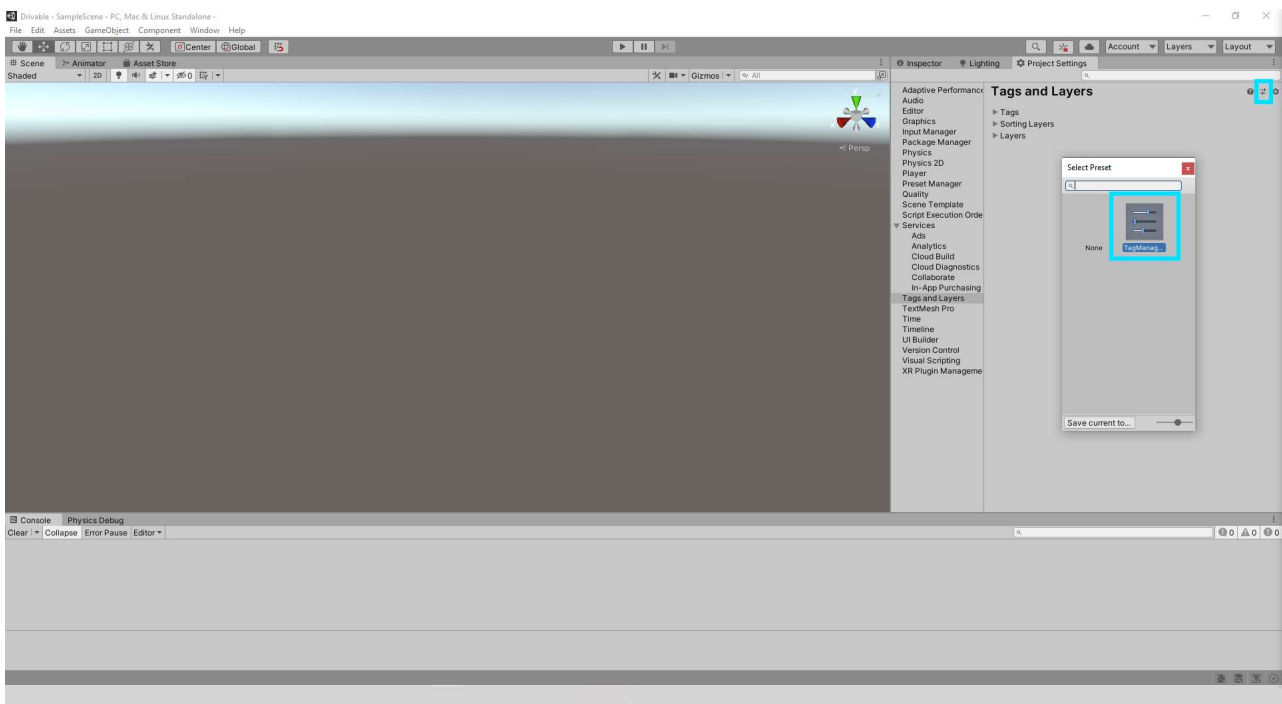
7) Final Step
   Open the scene: Assets\Motorcycle Pro Drivable\Scene\Scene_0

Custom Color:

You can change the color of the body and wheels as you wish.
As you can see in the Assets/Motorcycle Pro Drivable/Materials folder, some colors are predefined for the body and wheels (correspond to each of the prefabs already created in folder Assets/Motorcycle Pro Drivable/Prefabs), but you can create your own color.
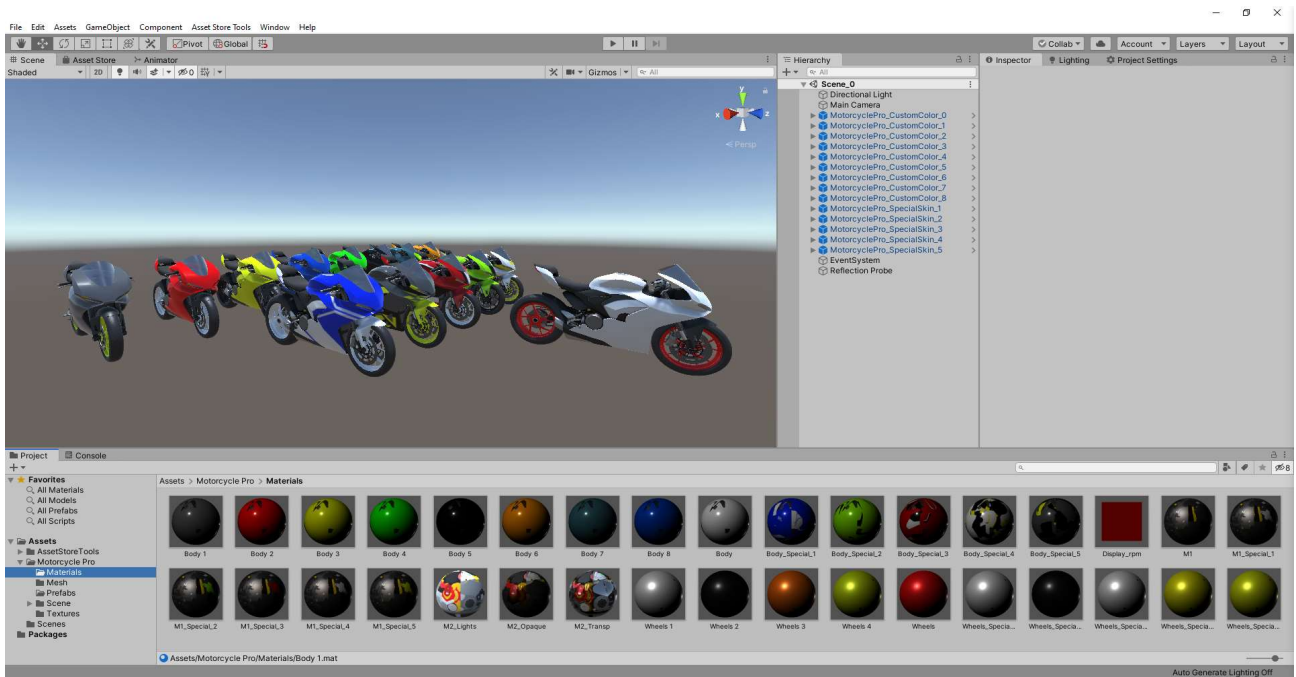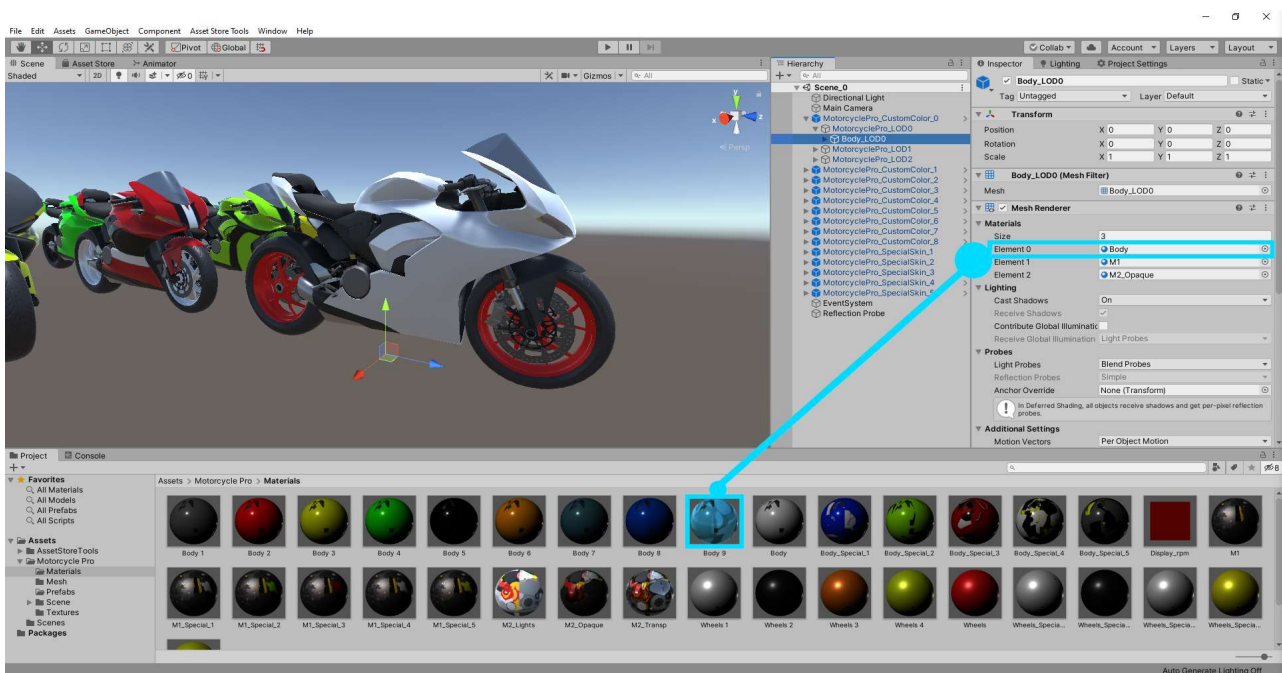

–Change Body Material:

1) Duplicate the body material and choose your new color (Albedo/Color)

2) Drop down the hierarchy and select the gameobject Body_LOD0. This object has 3
materials, we have to change our material in element 0.

–Change Wheels Material:

1) The same for the wheels. Duplicate the wheels material and choose your color
(Albedo/Color)

2) Drop down the hierarchy and select the gameobjects W_Front_LOD0 and W_Rear_LOD0.
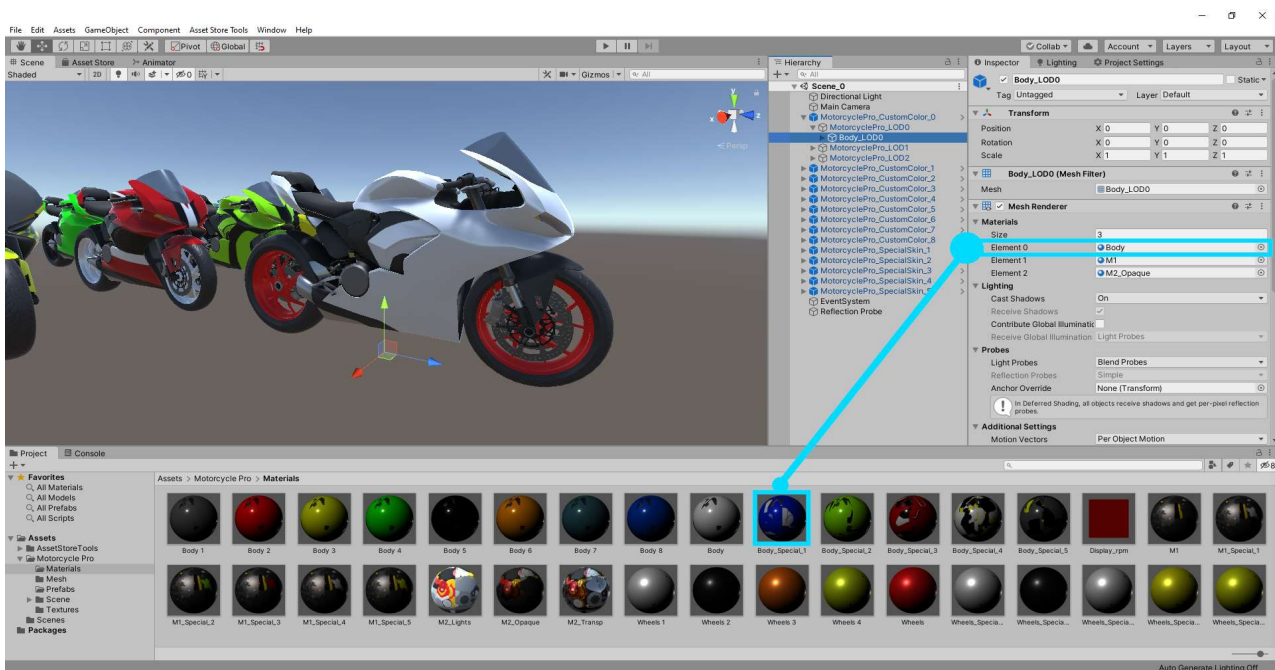This objects has 2 materials, we have to change our material in element 0.
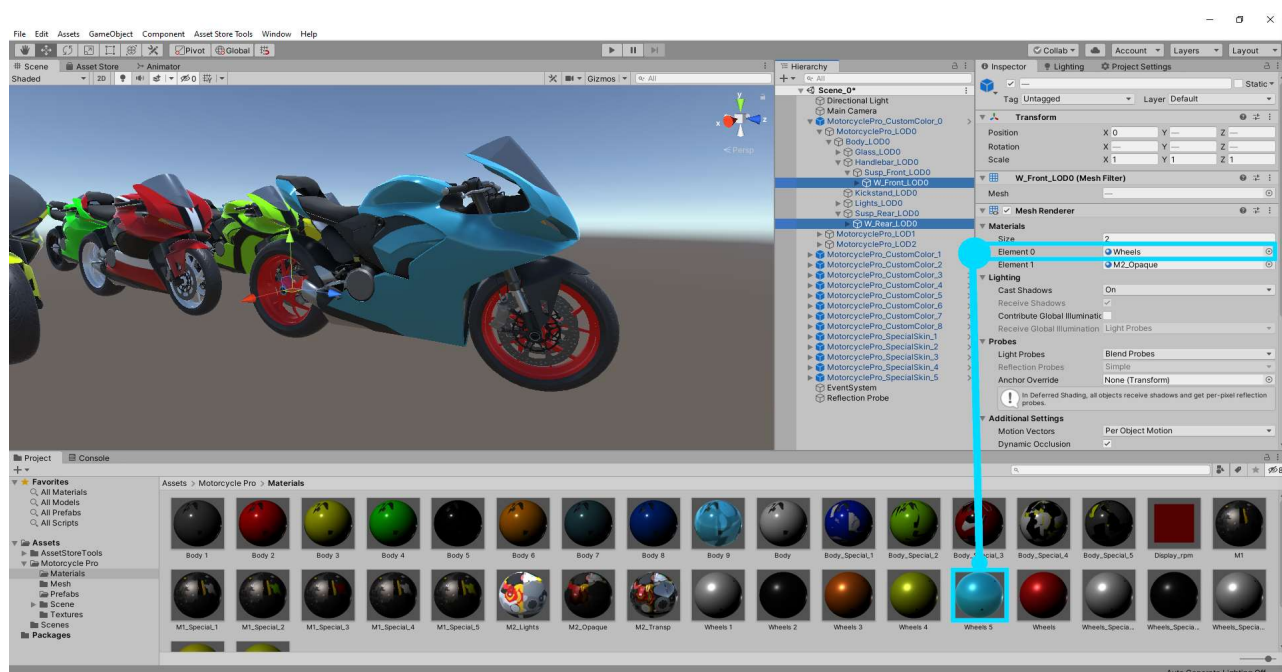
*IMPORTANT: You need to do the same with LOD1 and LOD2 if you use them.
            Enable Lods only for non-drivable

Special Skins:

The package includes 5 special skins (Assets/Motorcycle Pro Drivable/Materials/Body_Special_X.mat) corresponding to each of the prefabs in the folder Assets/Motorcycle Pro Drivable/Prefabs

1) Drop down the hierarchy and select the gameobject Body_LOD0. We have to change Body_Special_X material in element 0.

2) Now select the gameobject Susp_Front_LOD0 and change the material (M1) to M1_Special_X
*(This is optional and is due to the fact that in special skins the front fender is metal instead of plastic)*

3)As in the wheels color change step, drop down the hierarchy and select the gameobjects W_Front_LOD0 and W_Rear_LOD0 and change the material in element0.
*(The specials skins wheel material is just a recommendation, you can use any other wheel material)*
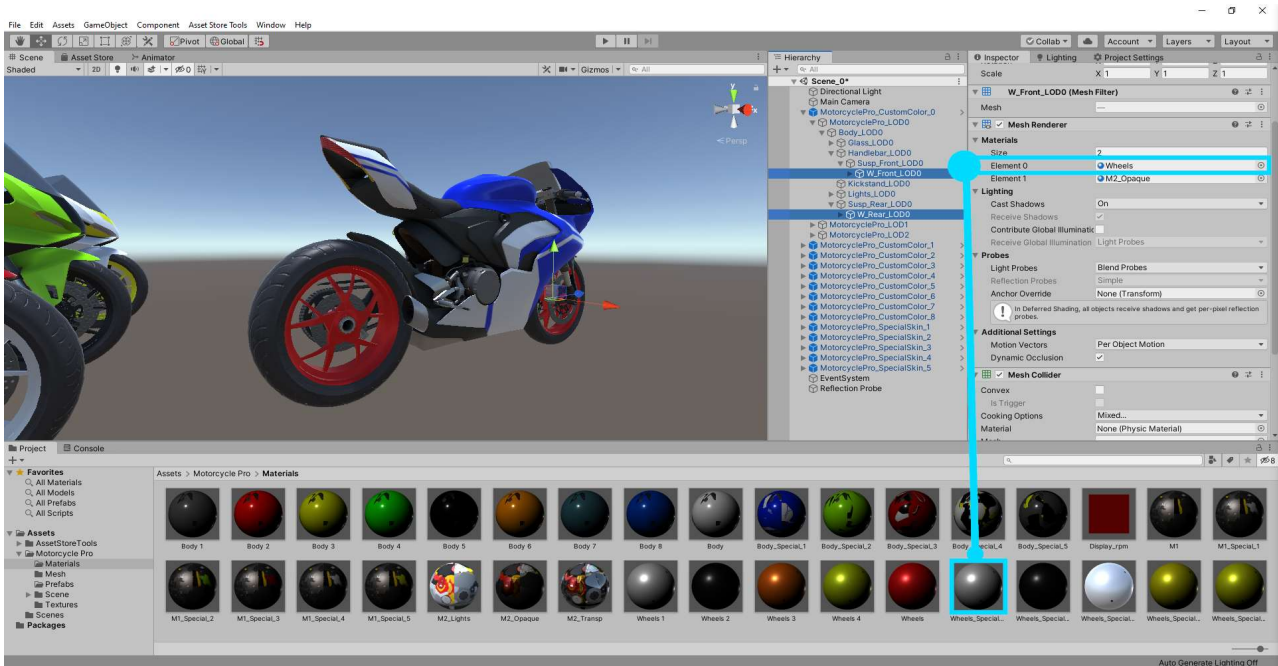
*IMPORTANT: You need to do the same with LOD1 and LOD2 if you use them.
Enable Lods only for non-drivable

Rider Body and Helmet Color:

As well as to change the color of the motorcycle, the rider has the option to change the color of part of his body by duplicating the Rider_ID_2 material, choosing the desired color and adding it to element 1 of his Skinned Mesh Renderer. (Rider_Mesh)
For the helmet is the same process but with Rider_ID_3 material and add it to element 2.
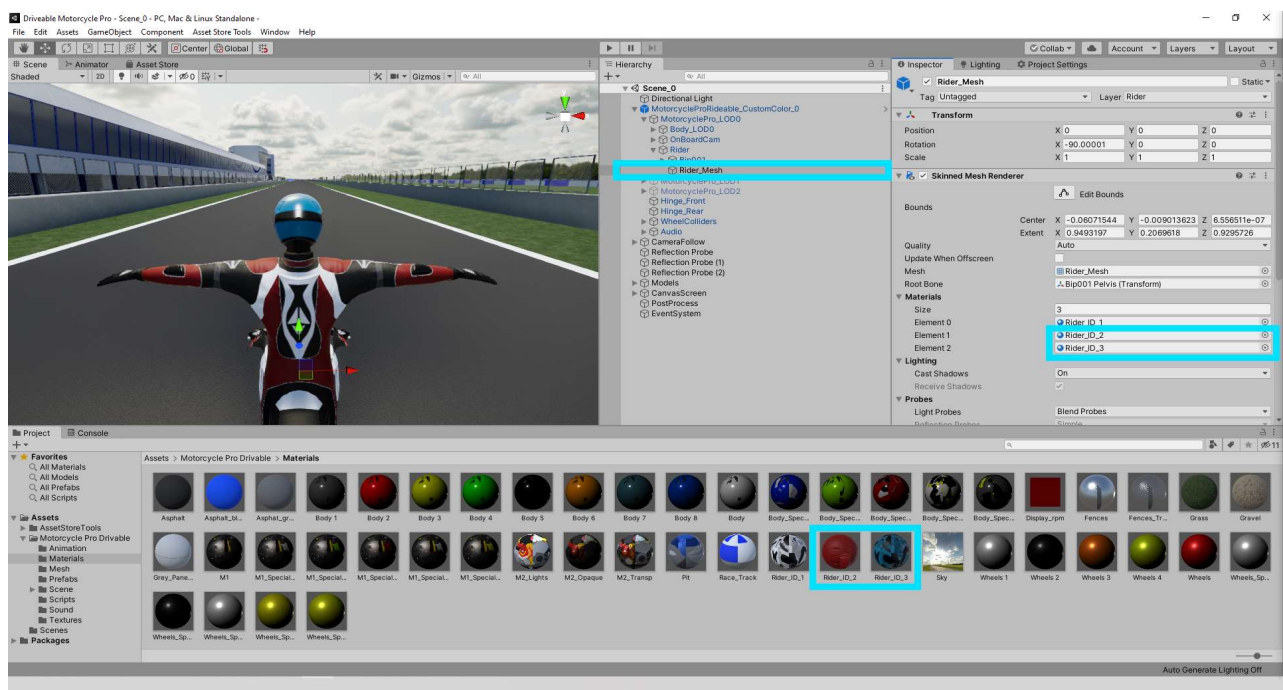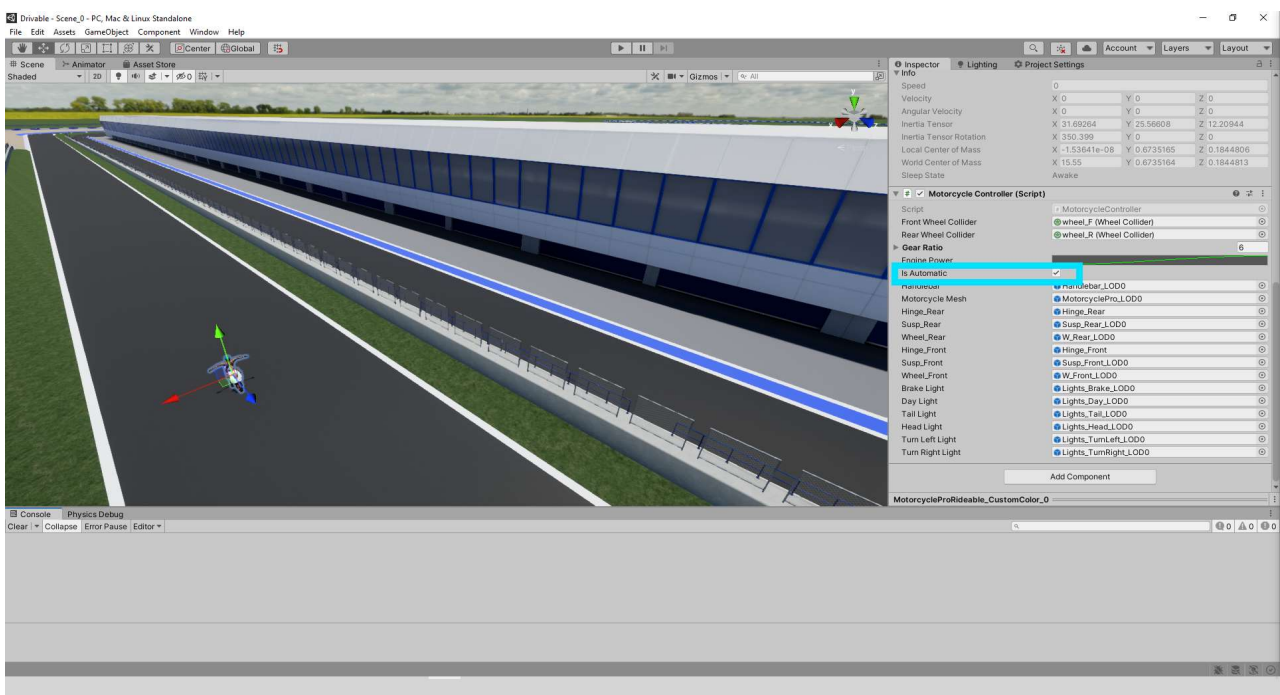
Also you need to change material to element 1 of Rider_Hands (for on-boar cam)
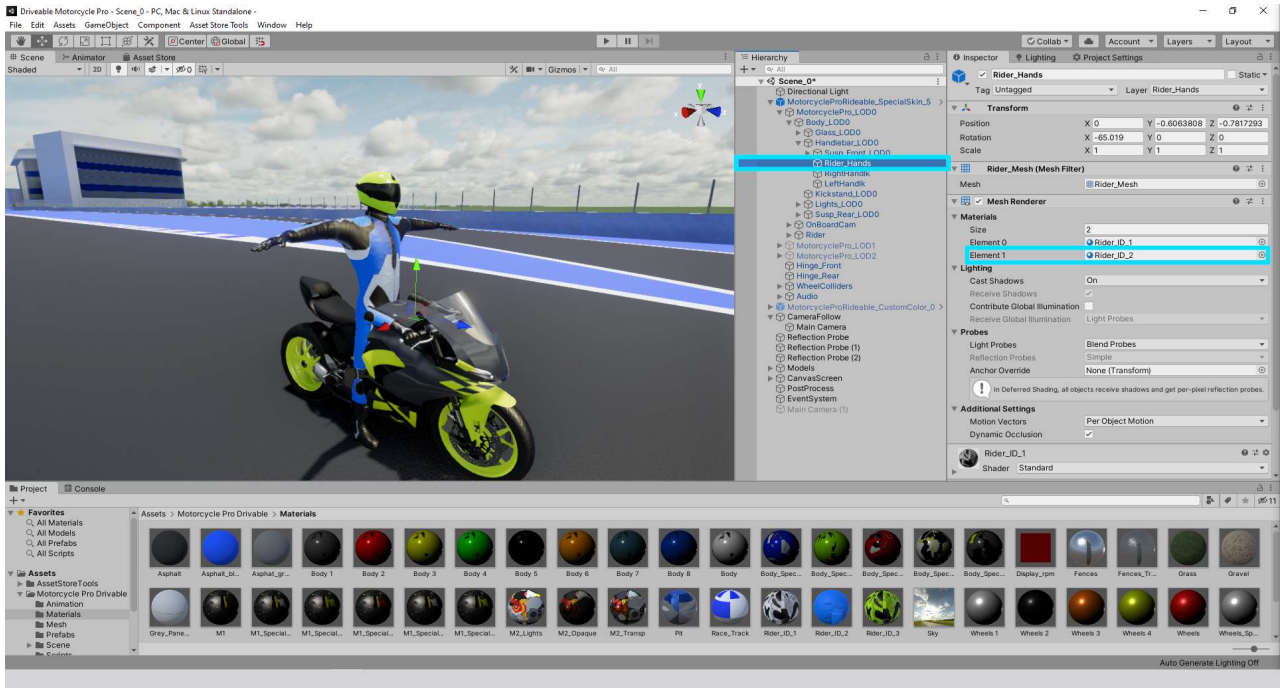
Automatic or Manual Transmission:

To switch the transmission to automatic or manual, select your player in the scene and visualize the Motorcycle Controller component.
There you will see a variable that activates or deactivates the automatic transmission.

Notes:

– M1_MetallicSmoothness_Special_1,2,3,4,5 texture is shared for all special skins
– M2 material textures are shared for M2_Lights material (objects with emission)
M2_Opaque material (opaque objects) and M2_Transparent material (transparent objects).
–All LODS have second channel for lightmaps.
–For rendering pipelines such as HDRP, URP... upgrade materials (Edit/Render
Pipeline/Upgrade Project Materials to...)

Thank's for your purchase and enjoy it!

Contact:

For any asset related issue please contact at: info@urenbi.com