

# RBK

(Realistic Buggy Kit)

Unity 5



RBK is a new package which is designed for Unity 5 Buggy Games that would give you the ability to work and hand it easily.

Features of this package :

- Cameras are all set fine and The views can be easily changed and shifted
- Buggy controls are all real that would give you the real sense of driving
- This package is easily manipulated and edited
- Brake lines and particles are perfectly used in this package
- include shifting system
- The asset include mobile control (UI)

**\*After import the package add the "Street" and "Grass" Tag**

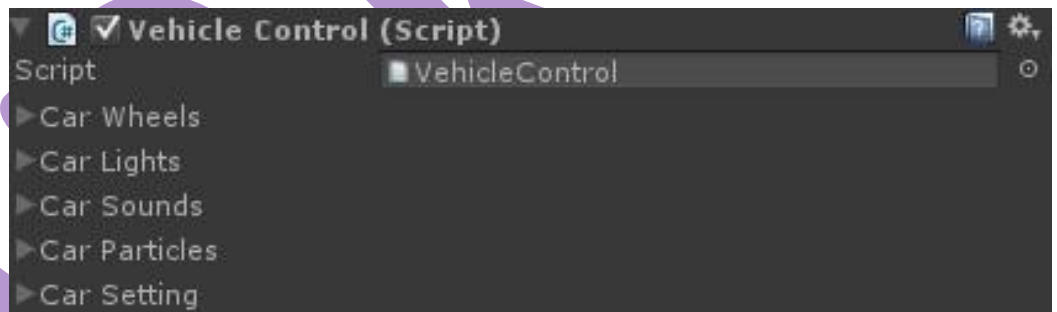
This package included some scripts that you can easily change and utilize in this package and car.  
You can find all the main scripts in " Scripts " folder .

Script Instructions :

- **VehicleControl** ( This is the main script which is used to control the vehicle and car. )

The settings of this car as 5 parts Including the following things

1. Car wheels
2. Car lights
3. Car sounds
4. Car particles
5. Car settings



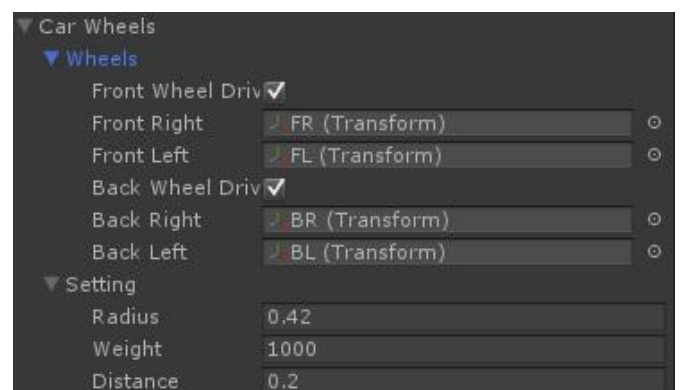
### 1. Car Wheels:

**Wheels :** In this part you must connect the wheels of the car

- **Wheel Drive** : Movement of car ( 2 wheels , 4 wheels)
- **Wheels** (connect the wheels of the car)

**Settings :** This part is used to settings the wheels

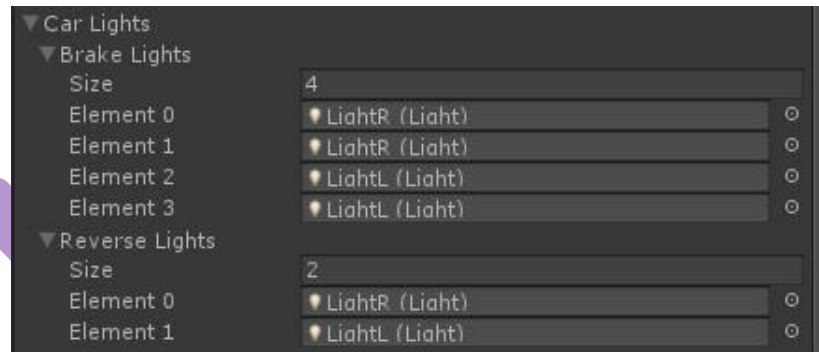
- **Wheel Radius** : collider size of wheels
- **Wheel weight** : Weight rate
- **Distance** : Distance of car body and wheels



## 2. Car lights:

It's used to set and put the front and back lights of the car

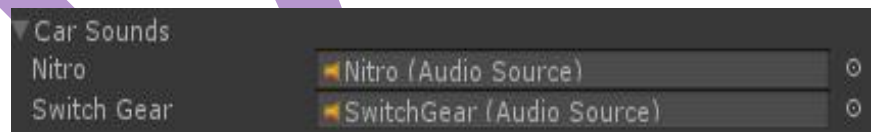
- **Brake Lights** (Accelerating or braking light)
- **Reverse Lights** (Reverse Lights of car)



## 3. Car sound:

This one is used to set the sounds of the car

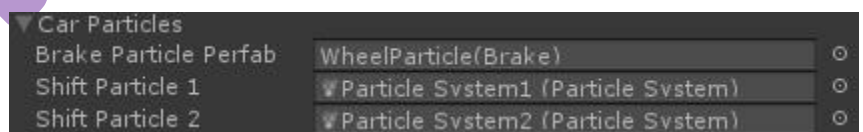
- **Nitro** (nitro audio)
- **Switch Gear** (switch gear audio)



## 4. Car particles:

This one is used to put and set the particles such as break prefab and smokes and nitro

- Brake Particle Prefab
- Shift Particle 1
- Shift Particle 2



## 5. Car Settings :

The main setting of the car is found in this part

- **Show Normal Gizmos :** You can find out the Normal size and shape of selected car
- **Car Steer :** Steer Object Of Car
- **Hit Ground :** change the smoke and sound of slipping the car from tag
- **Springs :** Spring Rate
- **Dampers :** dampers rate
- **Car Power :** power of moving the car
- **Brake Power :** Power of braking
- **Shift Centre :** when the car is contrast
- **Max Steer Angle :** The Range Rotation of the front wheels of car
- **Stiffness :** friction of car and wheels
- **Automatic :** This part can put your gears on Automatic system , Otherwise you could change the gears by using Page up and down .
- **Gears:** The Car gears



you can change it

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