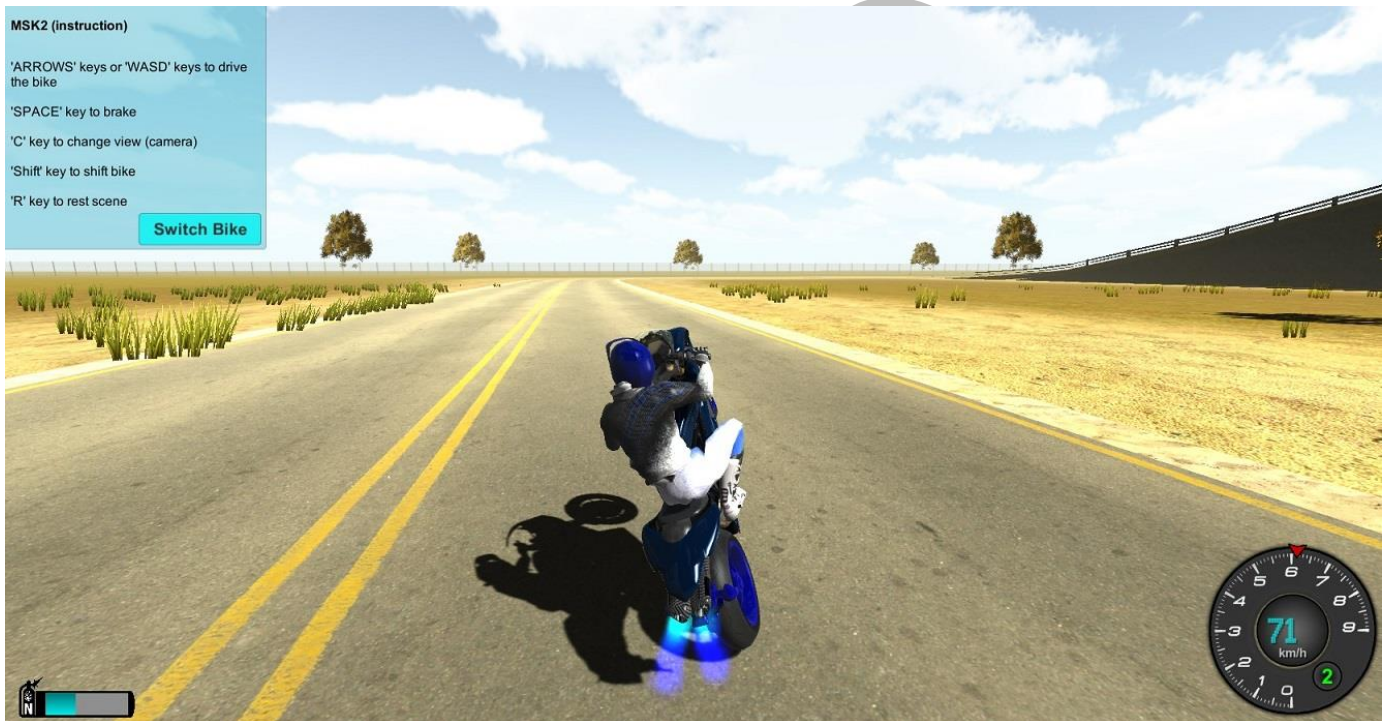# MSK 2

(Unity 5)

 MSK is a new package which is designed for Motorcycle 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
- Motorcycle 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
- The bike include shifting system
- The asset include mobile control (UI)
- MSK for Unity 4.x UI included

*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 Bike.

You can find all the main scripts in " Scripts " folder .

Script Instructions :

- **BikeControl** (This is the main script which is used to control the Bike.)

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

1. **Bike wheels**
2. **Bike lights**
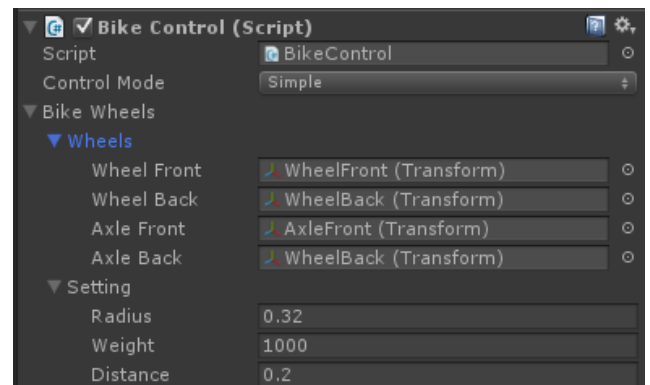3. **Bike sounds**
4. **Bike particles**
5. **Bike settings**
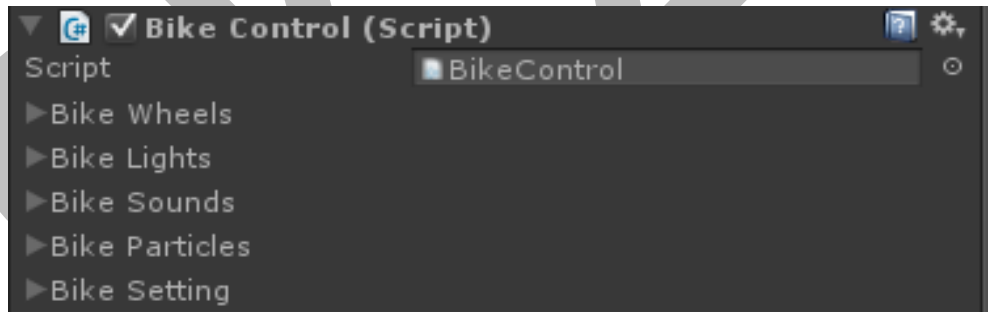
1. Bike Wheels:

Wheels : In this part you must connect the wheels of the bike

- **Wheels** (connect the wheels of the bike)

- **Axles** (connect the axles of the bike)

Settings : This part is used to settings the wheels

- **Wheel Radius** : collider size of wheels

- **Wheel weight** : Weight rate

- **Distance** : Distance of bike body and wheels

2. Bike lights:

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

- **Brake Lights** (Accelerating or braking light)

```
▼ Bike Lights
  ▼ Brake Lights
    Size                    1
    Element 0               ● BrakeLight (Light)        ⊙
```

3. Bike sounds:

This one is used to set the sounds of the bike

- **LowCrash** (low crash audio)
- **Nitro** (nitro audio)
- **Switch Gear** (switch gear audio)

```
▼ Bike Sounds
  Low Crash        ◄ LowCrashSound (Audio Source)   ⊙
  Nitro            ◄ NitroSound (Audio Source)       ⊙
  Switch Gear      ◄ SwitchhGear (Audio Source)      ⊙
```

4. Bike particles:

This one is used to put and set the nitro particles

- Brake Particle (prefab)
- Shift Particle 1
- Shift Particle 2

```
▼ Bike Particles
  Brake Particle Perfal WheelParticle(Brake)          ⊙
  Shift Particle 1       ❅ NitroL (Particle System)   ⊙
  Shift Particle 2       ❅ NitroR (Particle System)   ⊙
```

5. Bike Settings :

The main setting of the bike is found in this part

- **Show Normal Gizmos** : You can find out the Normal size and shape of selected bike

- **Hit Ground** : change the smoke and sound of slipping the bike from tag

- **Main Body**: Root of Bike **(the position must be similar to back wheel)**

- **Bike Steer** : Steer Object Of Bike

- **Max Wheelie** : max of wheelie the bike

- **Speed Wheelie** : speed of wheelie the bike

- **Slip brake** : slipping bike range (when brake!)

- **Springs** : Spring Rate

- **Dampers** : dampers rate

- **Bike Power** : power of moving the bike

- **Shift Power :** power of shifting the bike

- **Brake Power** : Power of braking

- **Shift Centre** : when the bike is contrast

- **Max Steer Angle** : The Range Rotation of the front wheels of Bike

- **Max Turn :** The Range Turn of bike
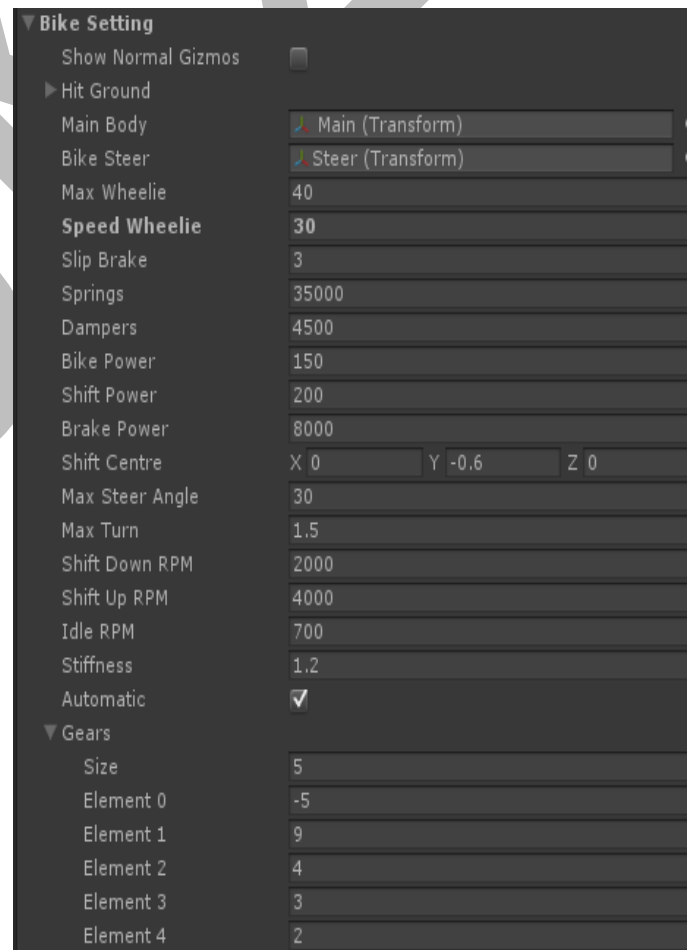
- **Stiffness** : friction of bike and wheels

- **Automatic** : This part can put your gears on Automatic system , Otherwise you could change the gears by using Page up and down .

- **Gears**: The bike gears

you can change it

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