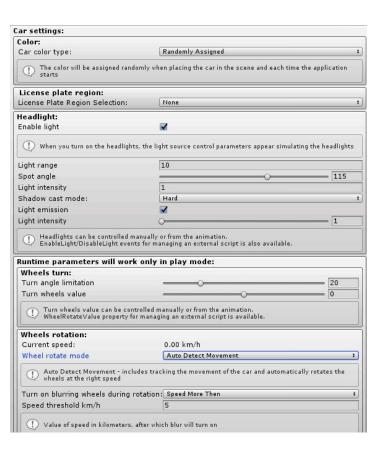


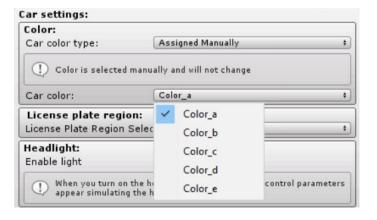
Description

- Color settings
- 2. License plate region
- 3. Headlight
- 4. Runtime only
 - a. Wheels turn
 - b. Wheels rotation



1. Color settings

By default used random color Random color will by set automatically



2. License plate region

License Plate Region Selection

- 1. None
- 2. US
- 3. UE
- 4. CN







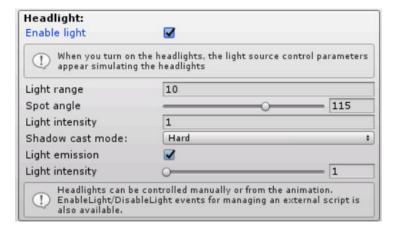




3. Headlight

When you turn on the headlights, the light source control parameters appear simulating the headlights

- Headlights can be controlled manually or from the animation.
- An event for managing an external script is also available (EnableLight/DisableLight)

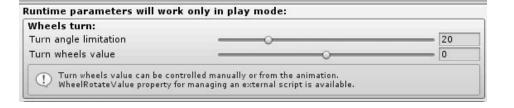


4a. Wheels turn

Runtime parameters will work only in play mode

You can control the rotation of the front using animation or an external script

- sets rotation limit
- sets the current rotation position from -1 to 1



4a. Wheels rotation

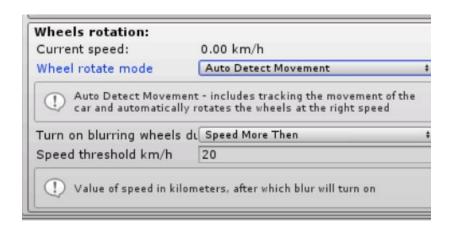
The option controls the rotation of the wheels when driving

- No rotation used if the car will not move in the scene (parked)
- Auto Detect Movement includes tracking the movement of the car and automatically rotates the wheels at the right speed

Turn on blurring wheels during rotation

- Don't active not active
- Speed Mode Then
 - Speed threshold km/h value of speed in kilometers, after which blur will turn on

Runtime parameters will work only in play mode



.00 km/h
uto Detect Movement
includes tracking the movement of the ates the wheels at the right speed
peed More Then
0

Motion Blur Example



