

Driver

Unity5



Driver is a new package which is designed for Open world 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
- Vehicles 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 vehicles include shifting system
- The asset include mobile control (UI)
- Traffic System with AI Humans
- A lot models (City, Vehicles,...)
- New animations (Getting on/off from vehicles)

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

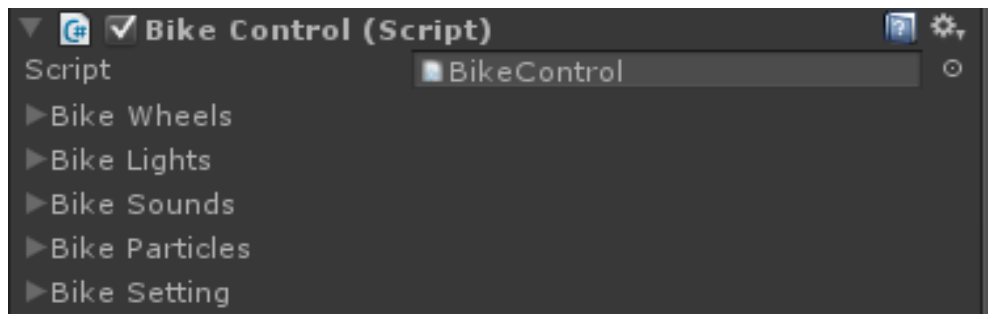
This package included some scripts that you can easily change and utilize in this package
You can find all the main scripts in " Scripts " folder .

Script Instructions :

- **(BikeControl/ VehicleControl)** (This is the main script which is used to control the Vehicle.)

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

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



1. Wheels:

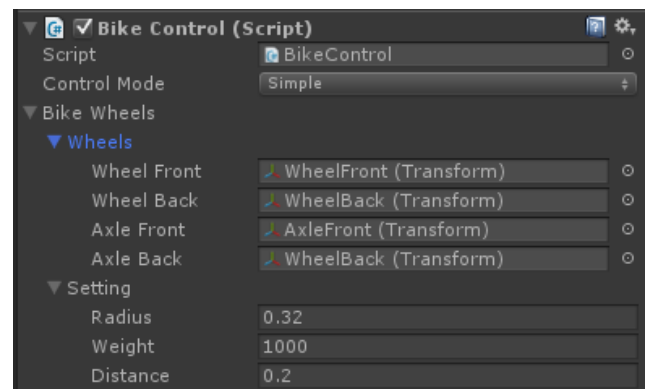
Wheels : In this part you must connect the wheels of the bike

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

Settings : This part is used to settings the wheels

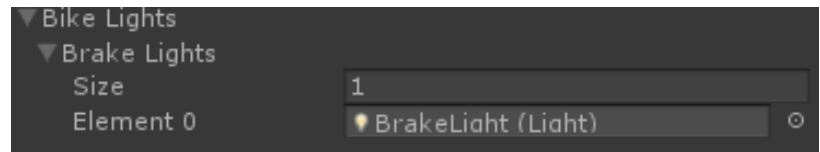
- **Wheel Radius** : collider size of wheels
- **Wheel weight** : Weight rate
- **Distance** : Distance of bike body and wheels

2. lights:



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

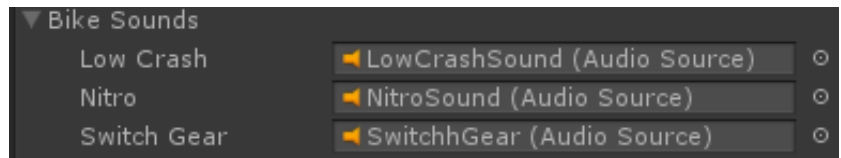
- **Brake Lights** (Accelerating or braking light)



3. sounds:

This one is used to set the sounds of the bike

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



4. particles:

This one is used to put and set the nitro particles

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



5. Settings :

The main setting of the bike is found in this part

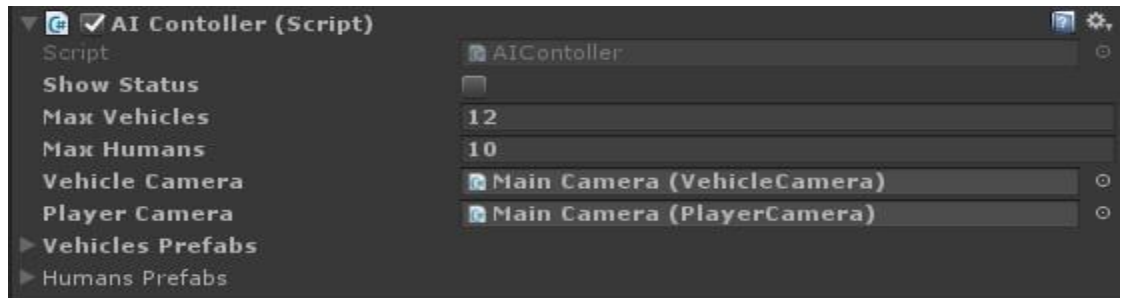
- **Show Normal Gizmos** : You can find out the Normal size and shape of selected bike
- **Hit Ground** : change the smoke and sound of slipping the bike from tag
- **Main Body**: Root of Bike (the position must be similar to back wheel)

- **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



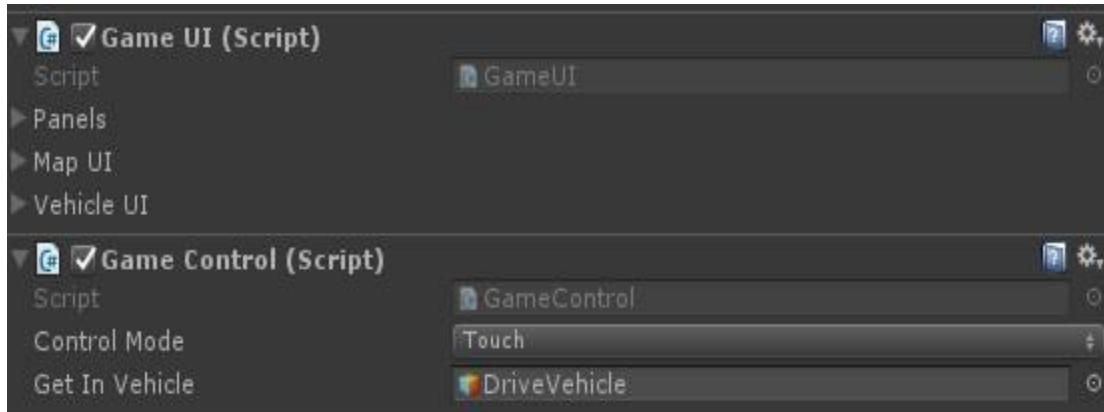
- **Max Steer Angle** : The Range Rotation of the front wheels of Bike
- **Max Turn** : The Range Turn of bike
- **Stiffness** : friction of bike and wheels
- **Automatic** : This part can put your gears on Automatic system , Otherwise you could change the gears by using Page up and down .
- **Gears**: The bike gears

- **(AIContoller)** (This is the AI Control script which is used to control the traffic system.)



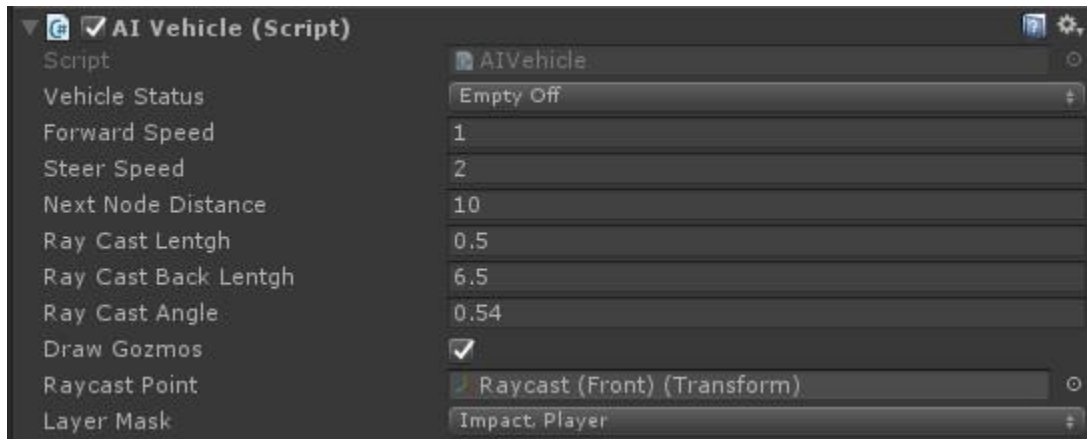
- **Show Status:** which show the frame rate and the numbers of vehicles and humans
- **Max Humans and Vehicles :** these parameters will help you specify the highest rate of vehicles and humans
- **Vehicle and Player Camera :** these parameters will enable you to get access to details and options of camera scripts easily
- **Vehicle and Humans Prefabs :** these parameters help you to insert your cars and motorcycles prefabs for traffic system

- **(GameUI & GameControl)** (we used these parts to control and modify the GUIs of screen and game.)



- **panels:** used to control panels on game
- **Map UI:** used to control and insert the map and minimap of the game
- **Vehicle UI:** used to insert the parameters of vehicles such as speed and gears
- **GameControl:** the part specify the control of game which is either for pc or mobile devices and control the touches

- **(AI Vehicle)** (this part is used to help you control vehicles in AI way)



- **Vehicle Status:** this parameter specify the function and status of vehicle
- **Forward Speed:** specifies the speed of vehicles
- **Steer Speed:** specifies the speed of steering vehicles
- **Next Node Distance:** specifies the distance between the vehicle and next point of traffic system
- **Reycast Lengths :** these parameters are used to specify the ray cast of vehicle in AI
- **Draw Gizmos :** this parameters shows the lines of ray castings
- **Raycast Point:** specifies the points of ray cast which should be located in front of vehicles
- **Layer Mask:** specifies the objects that have selected layer cast
-

you can change it

contact info:

3dpowermax@gmail.com