# Basic enter/exit cars

Thank you for purchasing basic enter exit cars,

The enter exit cars system is a system that easily lets your player enter cars and drive them. All the scripts are written in C# and I tried to comment them as much as possible.

**To set up an enter-exit car:**

- Give the car the EnterExit script. First assign your player and then add an empty to your car.
- When the player exits the car, it uses the position of the empty, so place it somewhere next to the car.
- Assign the empty to 'exit pivot' and under 'car controller scripts' add all car scripts.
- You can also change the enter/exit keys, change min distance for the player to enter the car and choose if you want the car to stop when player exits.
- Then add the camera follow script to your main camera, add the car object to it under 'target cars' and your player character under 'target character'.
- Press play to test if everything is working correctly (use wasd to move the example character/car).

**To set up more cars:**

1. Follow all steps again
2. Duplicate your first car and add it to the camera script

**When deleting cars:**

1. Click the main camera
2. Remove your car from the target cars list

**To use a first person controller:**

- Disable or remove the standard character.
- Add the first person controller to the scene and click its child object (FirstPersonCharacter).
- Set the child object which is the camera, to untagged.
- In the camera follow script (main camera), check 'fp character' and add your first person character to the target character field.
- Add you first person character to the cars EnterExit scripts.
- For the cars, move their exit objects up by 1.

If you have any questions/suggestions, you can contact me at:

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