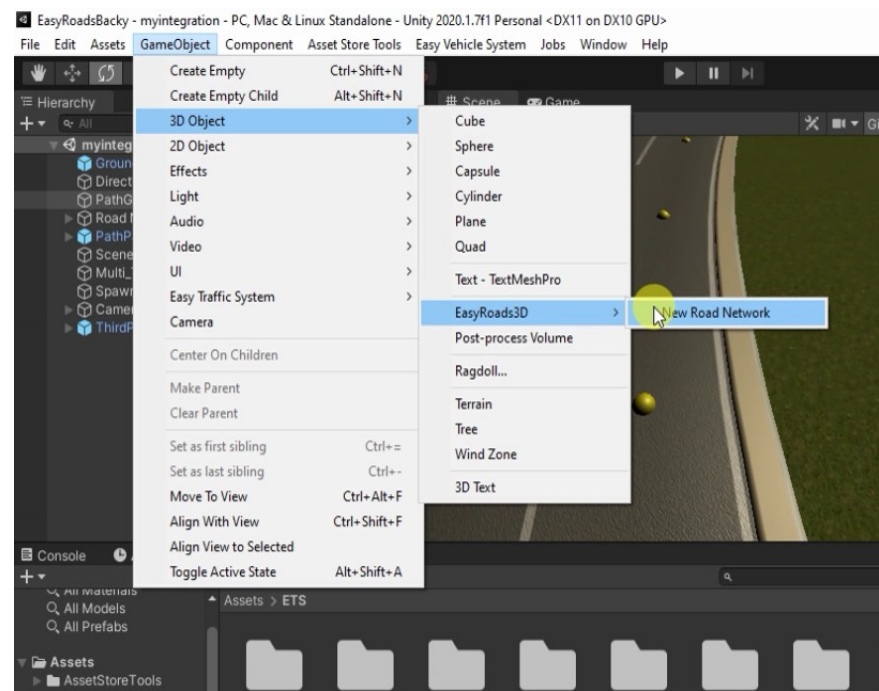


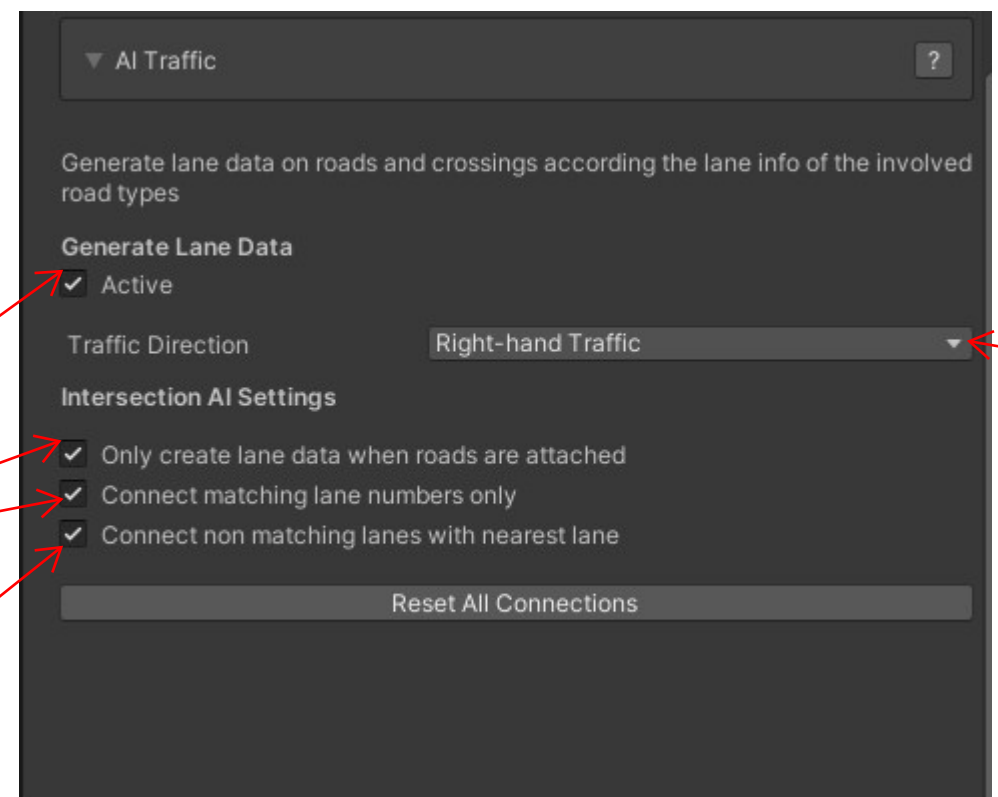
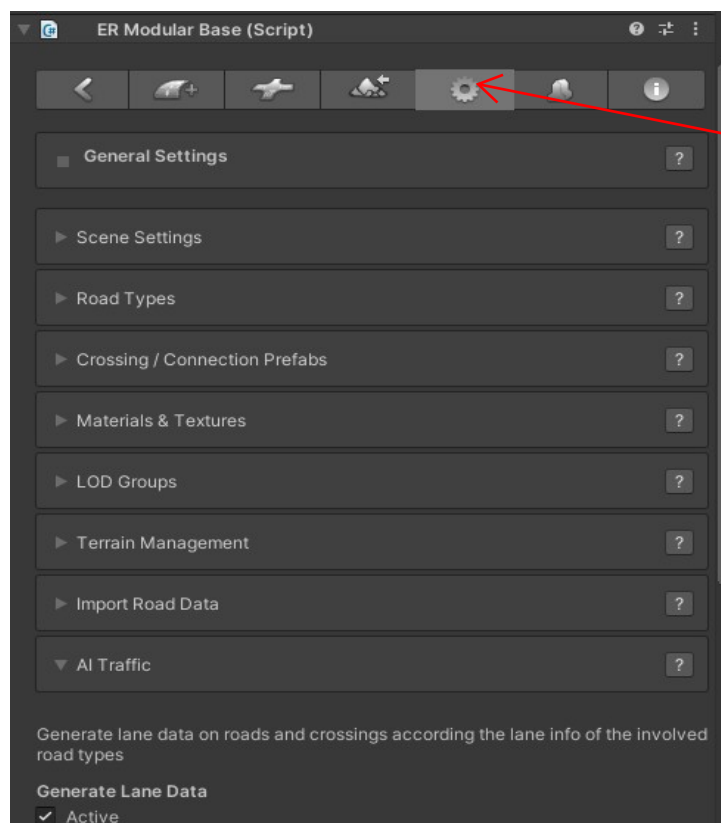
# HOW UTC INTEGRATION TOOL WORKS

-first we need a road to work on , so create a new road network using easy roads, move mouse to Gameobject/3DObject/EasyRoads3d/ NewRoadNetwork.

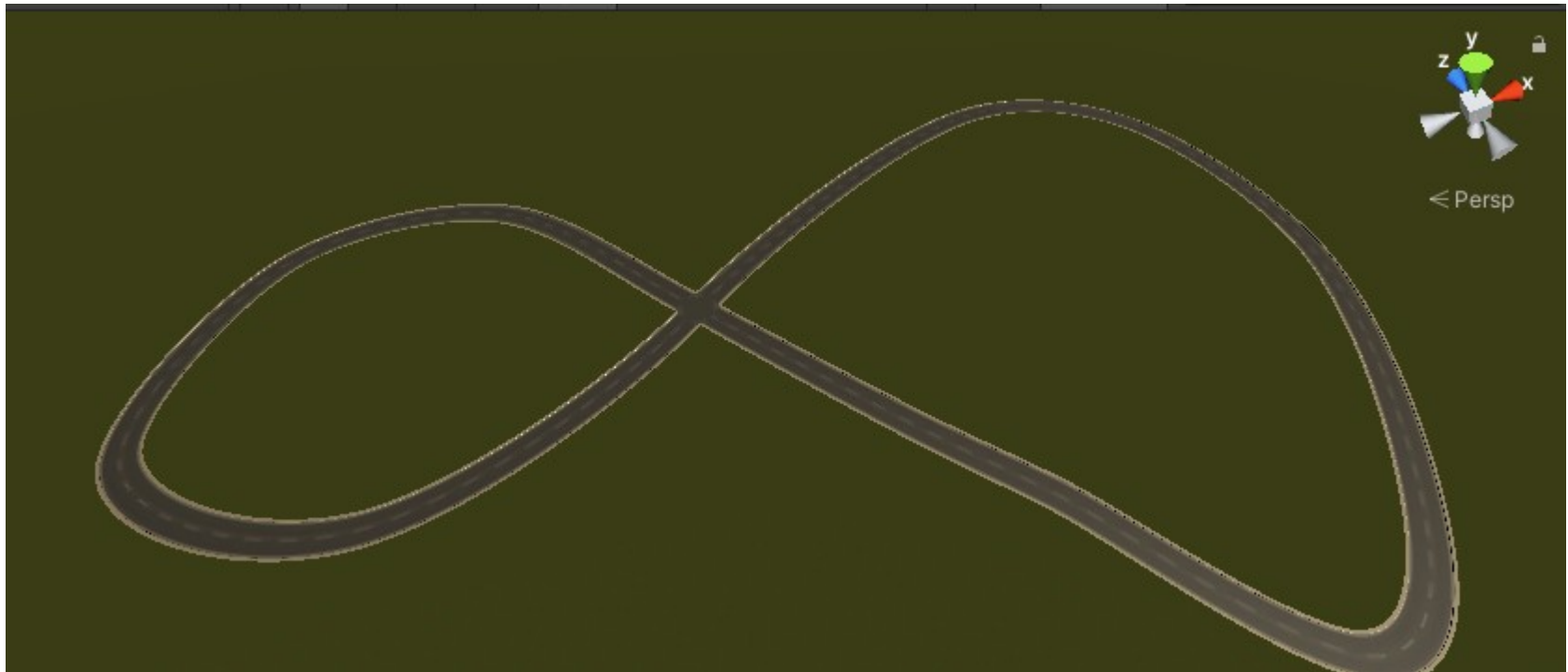


-Once you Have generated your new road network using easy roads, you would to enable AI traffic on the roadnetwork.

-to activate the road network , select road network goto settings in the inspector view and locate AI traffic and click on activate.



-now that we succefully activate the Ai traffic and lane data , we should create road object using easy roads.



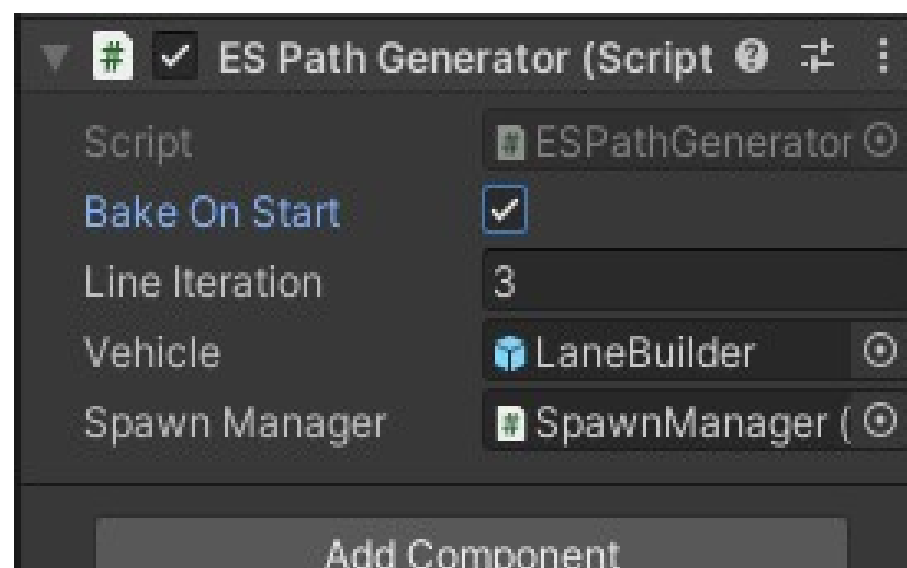
-create a pathgenerator tool using UTC, goto Gameobject/EasyTrafficSystem/Vol2/Integration/Pathgeneratot.

- this would create a Pathgenerator gameobject in your hirearchy.

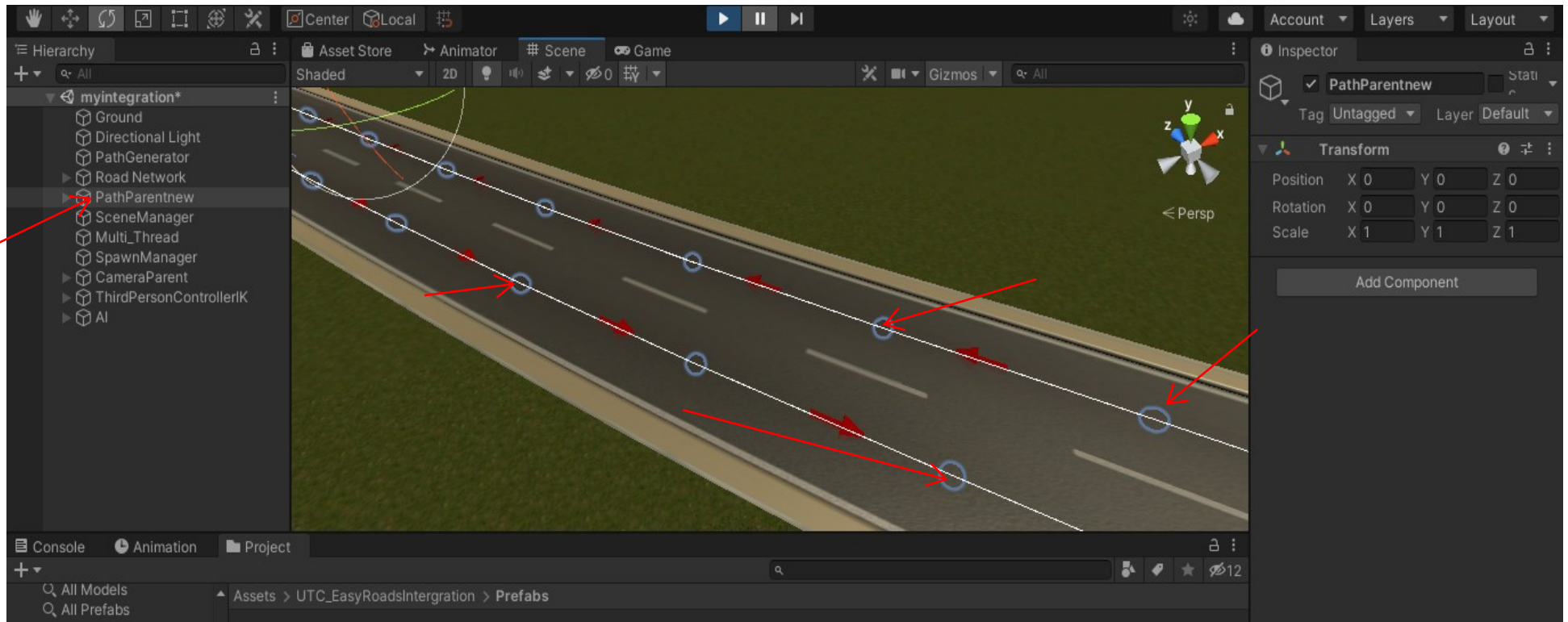
- select pathgenerator, in the inspector make sure to check BakeOnStart

-now naviagate to folder UTC\_EasyRoadsIntergration/prefabs.

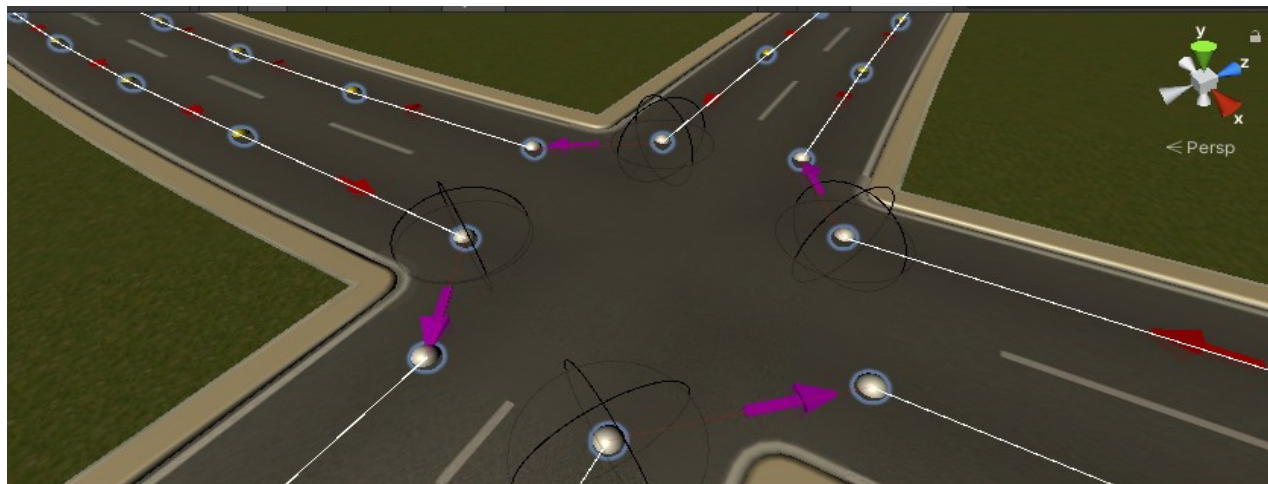
- drag and drop the lanebuilder prefab object into the vehicle slot located on the pathgenerator



- next set your line iteration this is the resolution of the nodes a value of 1 meaning navigation would be very accurate it means more cpu usage increasing value would be more optimized i recommend a value of 3 for a small town or city.
- now click on play to bake .
- then pause playmode , now there should be a pathparent Gameobject in your hirearchy.
- select it then you should now see all nodes and route generated in playmode.



- while still in pause mode drag and drop pathparent gameobject into folder UTC\_EasyRoadsIntergration/prefabs/path
- this would create a prefab of your pathparent , now exist playmode.
- now drag and drop new pathparentprefab into your hirearchy just the rotation and postion is in tact.
- now if you have T junc or Xjunc , you can join nodes together, by selecting 2 nodes and click on the j key



- now spawning vehicle same as before ,create a multithread object navigate to Gameobject/EasyTrafficSystem/multithread.
- create a player gameobject , utc wont spawn without a player if your game dont require a visible player please create an empty as the player tag it 'player'.
- create a spawnmanager gameobject. Gameobject/EasyTrafficSystem/spawn/spawnmanager.
- there is a testscene to that have the required settings for the spawnmanager.

GOOD LUCK AND THANKS FOR CHOOSING UTC.



