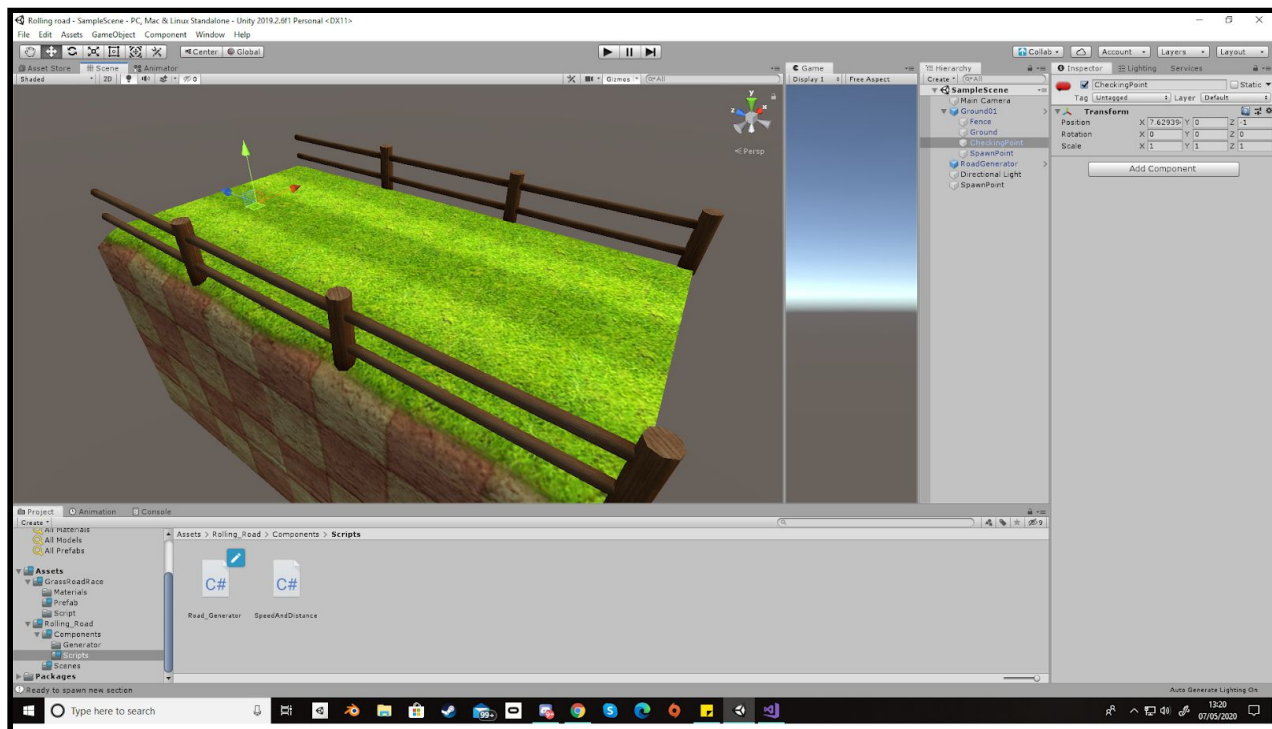


Rolling Road documentation

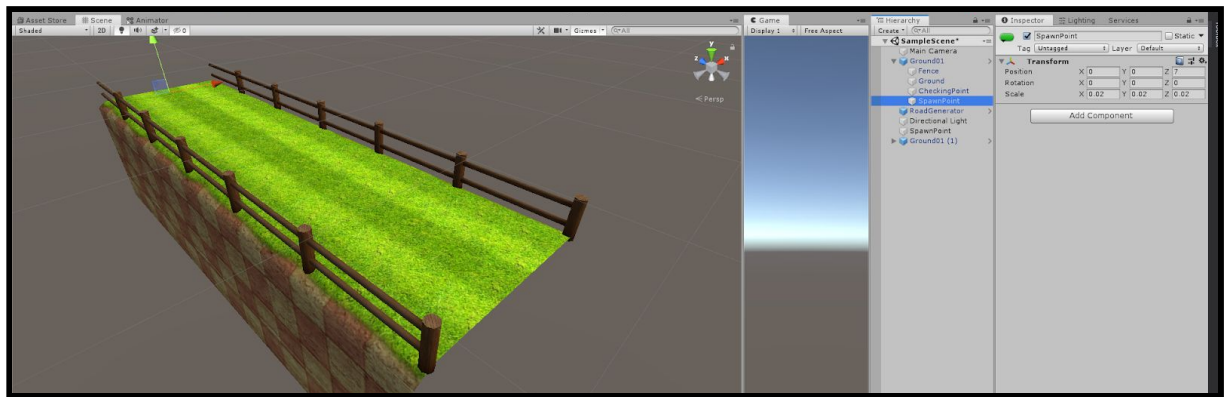
In order to use this package, you will need to create a gameobject called “Speed and Distance” that acts as a controller for the speed at which the generated road prefabs move towards the camera, as well as the distance that will be checked in order to instantiate more prefabs. Attach the script “SpeedAndDistance.cs” to this gameobject.

Leaving the variables as they are for now, to set up the package you will need to make the following adjustments to each road prefab that will be used:

- 1) Add a child gameobject called “CheckingPoint” and position its transform to be towards the backend of the prefab. This will be checked by the main camera to know when a new prefab needs to be instantiated as this prefab is coming to the end of the camera's viewport.

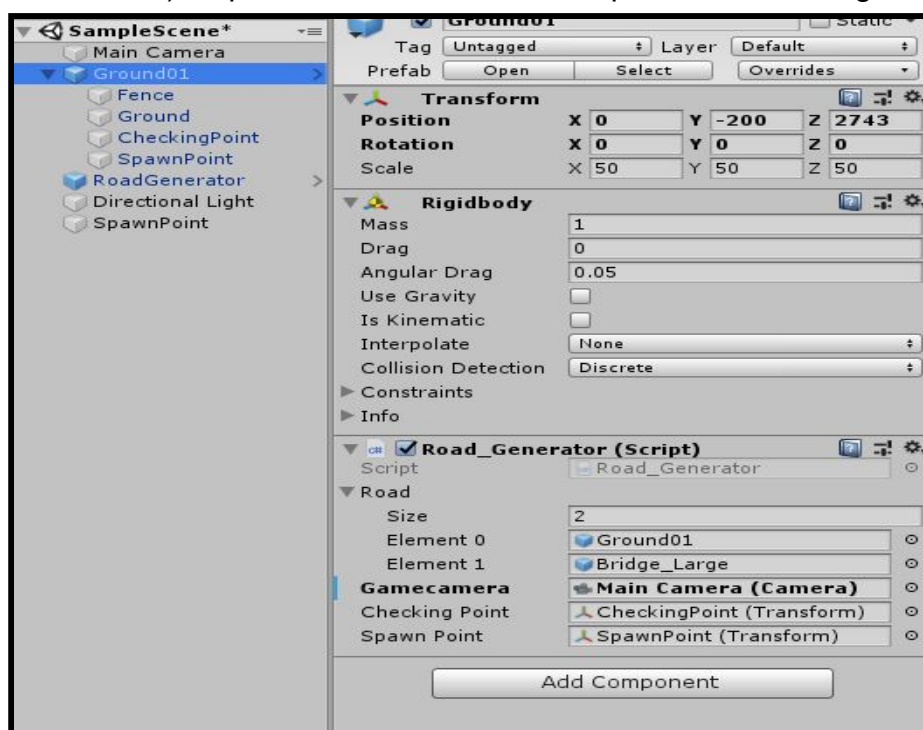


- 2) Add another child gameobject called “SpawnPoint”, position the transform to be beyond the far end of the prefab so that the next section will be instantiated with their “CheckingPoint” point at the same position as this object, make sure only the z axis values are adjusted.

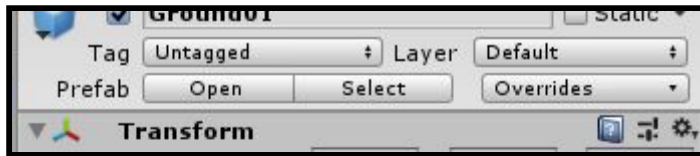


3) Add the “Road_Generator.cs” script to the parent prefab gameobject and adjust the following value within the inspector:

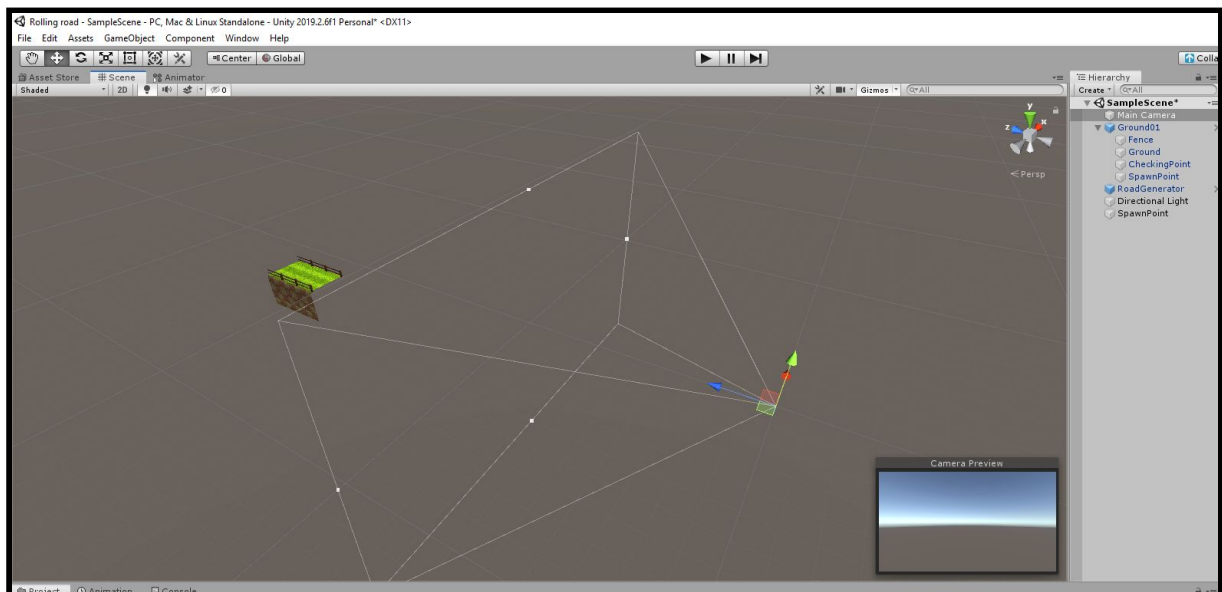
- a) “Road: Size” - This is how many different road prefabs you will use within the array.
- b) “Road: Elements” - The elements quantity will match the size you entered and this is where you drag each prefab you will use and attach them to each element within the inspector, don't forget to attach the prefab model you are currently adding these values to as well.
- c) “Gamecamera” - Attach the main camera to this.
- d) “Checking Point” - Attach the “CheckingPoint” child gameobject to this.
- e) “Spawn Point” - Attach the “SpawnPoint” child gameobject to this.



Once these are done do not forget to click the override button in the top right of the inspector to make these changes for all instantiated clones of that prefab as well as make these changes to all other road prefabs you will use.



To set up the scene you will need just one prefab in the scene at the start, position it to be out in front of the main camera so that on play it will start heading towards the main camera's viewport.



Finally back to the speed and distance gameobject, try my suggested values which worked well within my scene: speed - 20000 and distance - 1013 however you can play the scene and adjust these variables while it runs to set these values to your preference.