**Speedometer Guide**

In your scene’s hierarchy, create a canvas and parent it to the speedometer image, parent the speedometer image to a text called Speed Label (showing the km/h) and an empty game object called Arrow, and parent Arrow to the arrow image.

Graphical user interface, text, application

Description automatically generated

Place all the above into a layer called UI and put that layer above all the others in your scene.

Attach the speedometer script to the speedometer image.

In the inspector for the speedometer image, drag your player/vehicle into Target, drag your Speed Label image from the hierarchy into Speed Label, and set the minimum and maximum arrow angles to 12.7 and -192.9 respectively.

Graphical user interface, text, application

Description automatically generated

In the Speed Label text, change the text itself to 0 km/h.

Rectangle

Description automatically generated with medium confidence