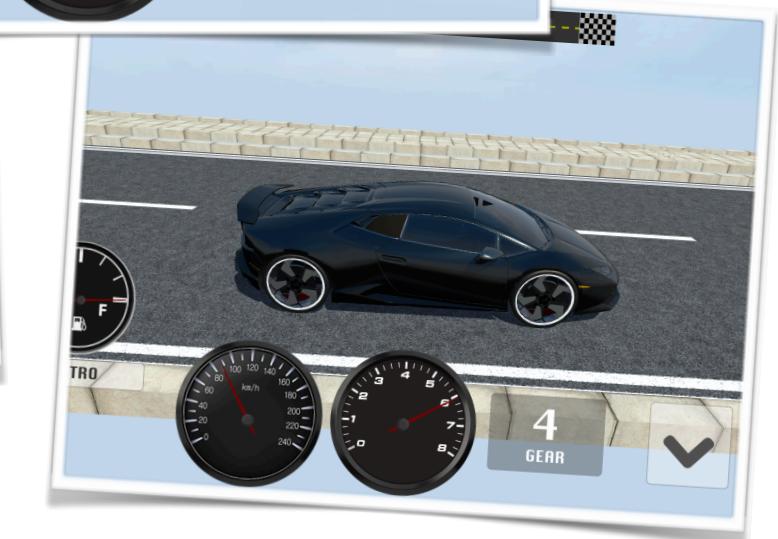
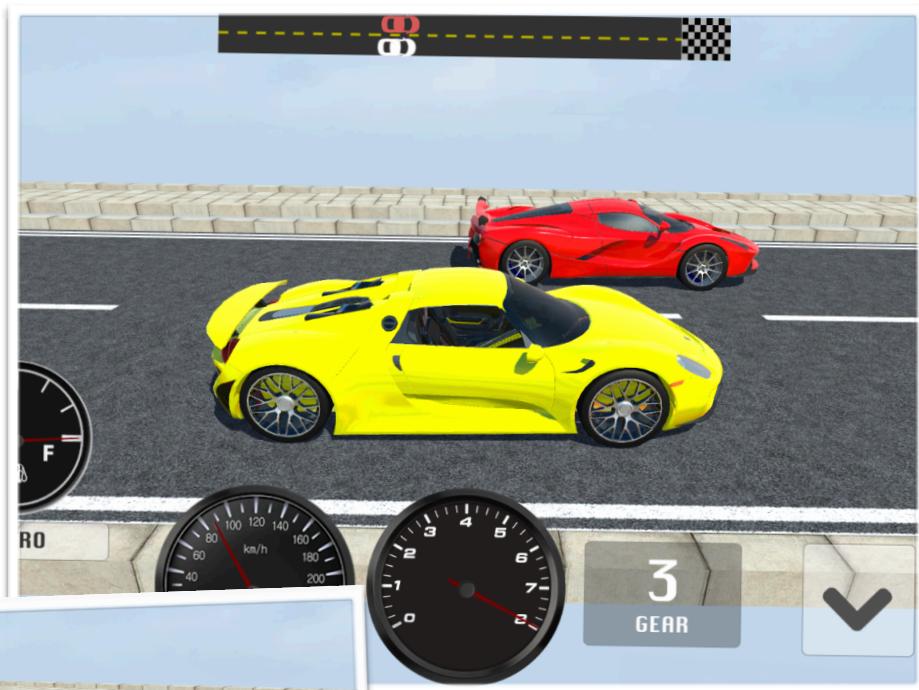


This documentation is intended for the full version

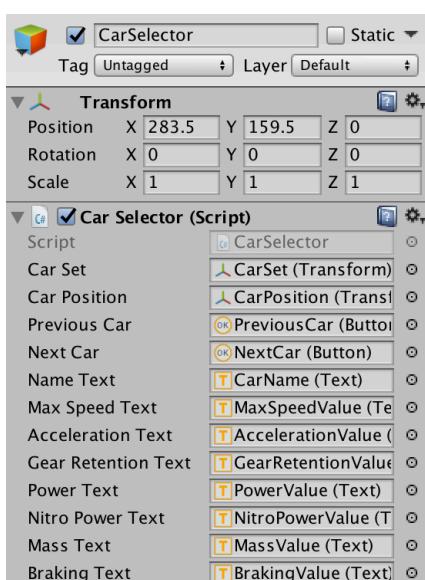
Ultimate Drag Racing Kit

Documentation



«Car Select» Scene

Canvas: elements of the user interface, here there are text objects of all characteristics of the car, the switch button between the car and the "START" button.



Car Selector is an object with a script controller that is responsible for the logic of this scene.

Variables:

▼ Canvas	
CarName	
▶ PreviousCar	
▶ NextCar	
MaxSpeedTitle	
MaxSpeedValue	
AccelerationValue	
AccelerationTitle	
GearRetentionTitle	
GearRetentionValue	
PowerValue	
PowerTitle	
NitroPowerTitle	
NitroPowerValue	
MassValue	
MassTitle	
BrakingTitle	
BrakingValue	
▶ StartButton	

Car Set: a link to a set of cars (cars must be children)

Car Position: reference to the object, in the place of which the cars will be located when choosing

Previous car: a link to the previous car selection button

Next car: a link to the next car selection button

Name Text, Max Speed Text, Acceleration Text, Gear Retention Text, Power Text, Nitro Power Text, Mass Text, Braking Text: links to feature text objects, they will display the data of the currently selected auto

When you click on the "Start" button, it writes to the static **PlayerCarHolder** class of the selected car and loads the "**Demo**" scene.

«Demo» Scene

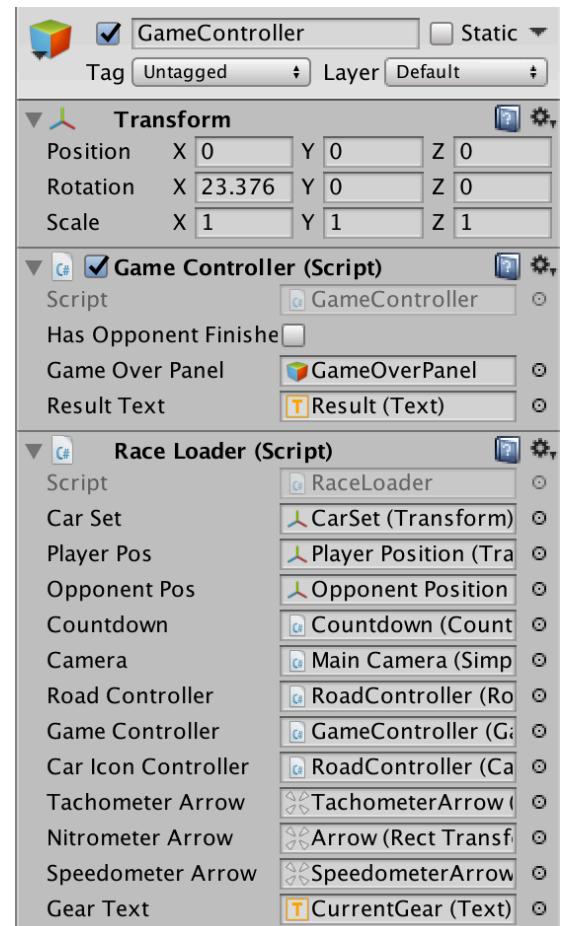
Game controller is an object with these scripts:

GameController: a script that calls the Game Over panel at the end of the race, and also has a Restart method to return to the scene «**CarSelect**».

Variables:

Game Over Panel: a link to the UI panel, which is displayed after the end of the race

Result Text: a link to UI text with the result of the race



RaceLoader: after loading the scene, the script takes an id from the **PlayerCarHolder** and loads the auto player, randomly loads the auto bot-enemy.

Variables:

Car Set: a link to a set of cars (cars must be children)

Player Pos: a link to the object on the site of which the player's car will be located at the beginning of the race

Opponent Pos: a link to the object on the site of which the enemy car will be located at the beginning of the race

Countdown: a link to the script «Countdown» (countdown to the beginning of the race)

Camera: a link to the camera with the script «[SimpleCamera](#)»

Road Controller: a link to script «[RoadController](#)»

GameController: a link to the script «[GameController](#)»

Car Icon Controller: a link to the script «[Car Icon Controller](#)»

Tachometer Arrow, Nitrometer Arrow, Speedometer Arrow,

Gear Text: a links to the UI elements (arrows and text) of devices for linking with the player's script-controller



Road Controller is an object with these scripts:

Road Controller: the script responsible for generating the road and the final flag.

Variables:

Road Prefab: a link to the road object

Is Need Finish Flag: switching between the presence / absence of the final flag

Finish Flag: an object reference-the final flag

Finish Flag Distance: the distance at which the final flag is generated

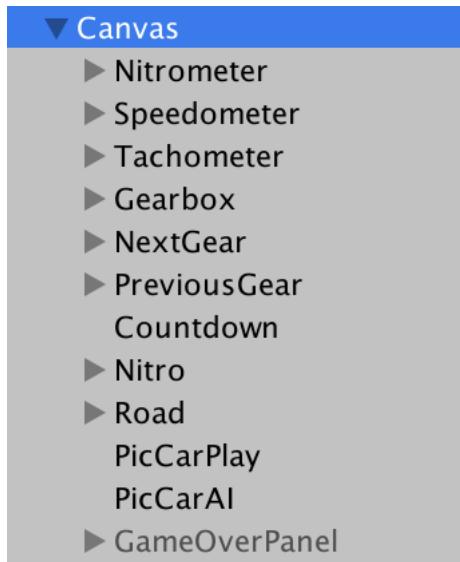
Car Icon Controller: the script responsible for displaying and monitoring icons of auto player and bot-enemy.

Variables:

Car Player Icon: a link to the auto player icon

Car Opponent Icon: a link to the auto bot icon

Road Controller: a link to script «RoadController»



Canvas: user interface elements.

«Cars»

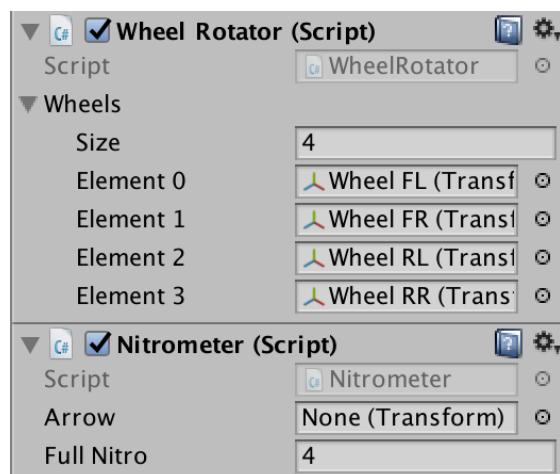
Car1: parent object containing control scripts and colliders.

SoundController: an object containing the script "**SoundController**", responsible for sounds.

Wheels Transforms: car wheels.



Scripts on the object «Car1»:



WheelRotator:

Wheels: link to car wheel objects

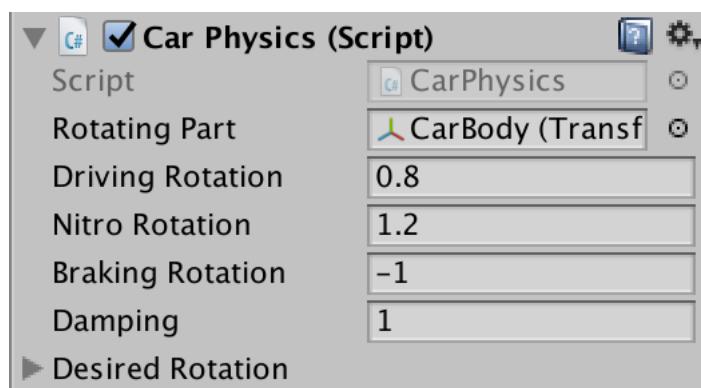
Nitrometer:

Full Nitro: duration of nitro (in seconds)

CarPhysics: Variables:

Rotating Part: a link to the car body (which will change the angle when riding)

Driving Rotation: the angle of the body when driving



Nitro Rotation: the angle of the body with nitro

Braking Rotation: the angle of the body when braking

Damping: the rate of change of the slope of the body
(smoothly / quickly)

Car Info (Script)	
Script	CarInfo
Name	Car 1
Max Speed	300
Acceleration	100
Gear Speed Retention	1.5
Power	40
Nitro Power	3
Mass	1100
Braking	40

Car Info:

Variables:

Name: the name of the car

Max Speed: maximum speed

Acceleration: acceleration of car

Gear Speed Retention: the amount responsible for maintaining speed when changing gears

Power: auto power

Nitro Power: how many times does nitro speed up the car

Mass: mass of car

Braking: braking speed

Adding cars: The car should contain all the scripts from the example above and have a similar structure (in terms of body and wheel objects), when adding the car, add it to the **CarSet** object described above and referenced by the scripts "**RaceLoader**" and "**CarSelector**".