

ADVANCED AI VEHICLE CONTROLLER

HOW TO SETUP AI

1. go to the prefab folder, drag and drop any of ai prefab vehicle.
2. delete the existing car model.
3. if you got your car model ready, drag and this in the scene and child this to the AI prefab.
4. reset the position of your car model and the AI prefab and resize, make sure the car model is facing the right direction.
5. now edit your vehicle's tyre mesh name, if not name properly. e.g (frontleft, frontright, rearright, rearlight).
8. place the renamed wheel meshes in the right slot, located in ESvehicle component
9. now you're that your vehicle AI is ready, next thing is set up a part for it to follow.

SETTING PATH FOLLOW

1. go to (GameObject/EasyTrafficSystem/Vol2/AddPathParent), this should add a single path in your scene
2. now add your first path by selecting the path you just added, add hover mouse to the position where you want the first node to be in your scene and click on (KEY A)
3. you should see a menu on the left top side of the scene this contains settings for that path.
4. the menu on the top left lets you align in the x,z axis, which would make the node placing accurate.
5. you can as many nodes as you wish.
6. to join path to another path, you should select any node in the first path and then select any node in the second path next click on (key J) to join
5. to disconnect nodes from a joint select the joint node and click on L to detach.

HOW TO SETUP SPAWN POINTS

this packages contains two type of spawn methods which are:

- i. gataway
- ii.randomly

Gateway

1. create an gameobject call this spawnmanager
2. add ES SpawnManager to the gameobject.
- 3.make sure spawntype is set to gateway.
4. create another empty gameobject name it spawn0.
5. add component ES gateway spawn setup to spawn0.
- 6.add a box collider ,set collider size (20,20,20) depending on the size of vehicles.
- 7.drag spawn0 to the nearest node , this node should be the first trargeted node
- 8.drag and drop the target node into the traget node slot located in ES gateway spawn setup
- 9.drag and drop spawn0 to the spawnpoints slot located in spawnmanager gameobject.
- 10.goto prefab folder and drag and drop any ai vehicle to the vehicle slot in spawnmanager gameobject.
11. set amount of spawned vehicle, start time , delaytime, and check parentspawnedvehicle.
12. click on play this spawn ai that would follow specified path.

Randomly

1. once you have created your spawnmanager object
2. set spawntype to randomly.
3. make sure to drag and drop ai vehicle into the vehicle slot set spawntime e.t.c.
4. finally click play.

HOW TO SETUP EXIT POINT

note: exit gameobject is in charge of delete existing ai vehicles once they collide with its collider.

1. create an empty gameobject name it exit0.
2. add (destroy Ai) component.
3. add a box collider and check istrigger
4. place the exit0 at the last node on the path gameobject.

