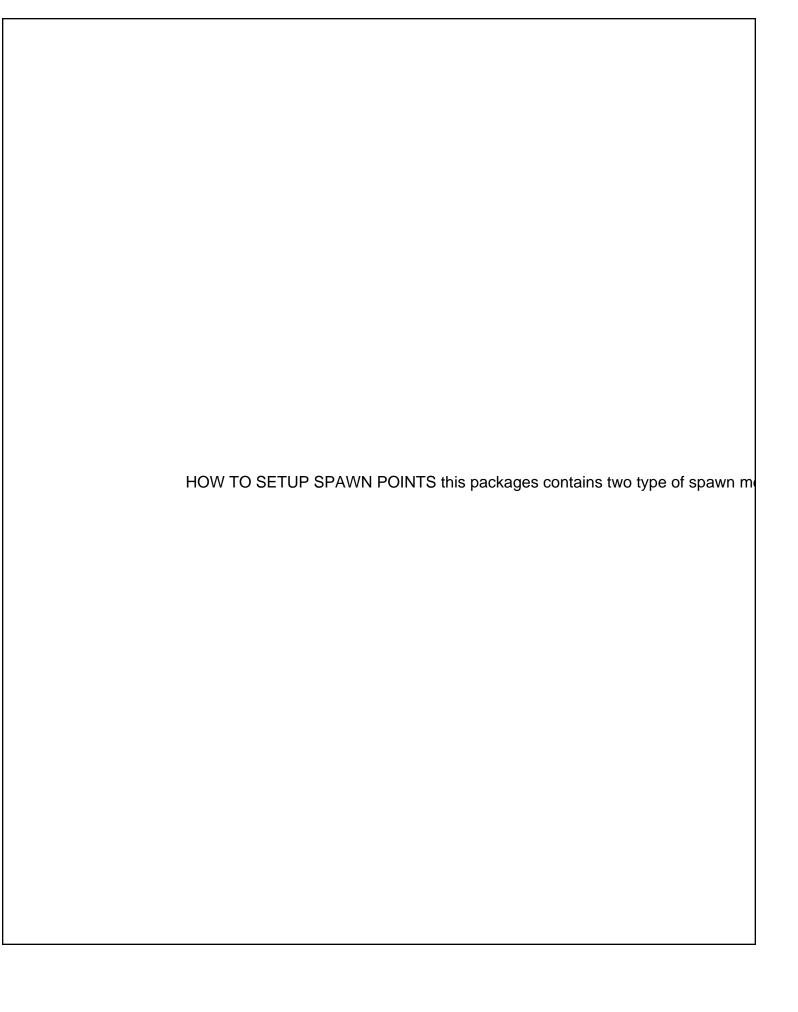
ULTIMATE TRAFFIC CONTROLLER

| HOW TO SETUP AI | 1. go to the prefat |
|-----------------|---------------------|
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| | |



WheelSettings

- ► Frontwheel
- ► Rearwheel
- ► Frontwheelmeshes
- ► Rearwheelmeshes

HOW TO SETUP EXIT POINTnote: exit gameobject is in charge of delete exis

| EngineSettings | |
|----------------|-------|
| Engine Torque | 3000 |
| Brakefroce | 9e+14 |

| SteerSettings | |
|--------------------------|-----|
| Maxsteerangle | 40 |
| Targetangle Turnspeed | 0 |
| | 300 |

| Al Settings | | |
|----------------------|-------------|---|
| Steer Balance Factor | 0.5 | |
| Topspeed | 150 | |
| Smoothtargetspeed | 35 | |
| Cautios Angle | 15 | |
| Cautios Speed | 35 | |
| Realse Brake Time | 0.001 | |
| Closerangspeed | 35 | |
| Avoid Obstacles | | |
| Smart Delect | ✓ | |
| Spawn Distance | 400 | |
| Avoidpath | Smartselect | * |
| Avoidwheelangle | 50 | |

maxsteerangle: this is the max angle your steer wheels can attaintargetangle: (read only) the steer wheels will ge

| | SensorSettings | |
|-----------------|-------------------------|--|
| | Sensorposition | X 0 Y 1.2 Z 0 |
| | Sensorsize | 0.53 |
| | Fowarddist | 4.3 |
| | Spacing | 1.18 |
| | Sensorangle | 10 |
| | Length | 27.63 |
| ensor settings: | this allows userst to t | oy around with the ai sensor, sensors are used to detect other ai or playe |
| | Turn Off Sensor Dist | 30 |
| | | |
| | | |
| | | |
| | | |
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| | | |