

ULTIMATE TRAFFIC CONTROLLER

HOW TO SETUP AI

1. go to the prefab

HOW TO SETUP SPAWN POINTS this packages contains two type of spawn m

WheelSettings

▶ Frontwheel

▶ Rearwheel

▶ Frontwheelmeshes

▶ Rearwheelmeshes

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

EngineSettings

Engine Torque

3000

Brakefroce

9e+14

SteerSettings

Maxsteerangle

40

Targetangle

0

Turnspeed

300

AI 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	<input type="checkbox"/>
Smart Delect	<input checked="" type="checkbox"/>
Spawn Distance	400
Avoidpath	Smartselect
Avoidwheelangle	50

maxsteerangle : this is the max angle your steer wheels can attain
targetangle : (read only) the steer wheels will get

SensorSettings

Sensorposition

X0Y1.2Z0

Sensorsize

0.53

Fowarddist

4.3

Spacing

1.18

Sensorangle

10

Length

27.63

Angle

5

Turn Off Sensor Dist

30

sensor settings: this allows userst to toy around with the ai sensor, sensors are used to detect other ai or player a

