

Animated Steel Coaster

Thank you for purchasing this asset!

Use the [online-manual](#) to get started. You can also access the manual by using the help icon of the coaster script component.

You will find the sections that are not covered by the [online-manual](#) below.

If you have questions or experience issues with this asset, please contact support@illusionloop.com.

This asset is compatible with [Tracks and Rails](#) by Zen Fulcrum LLC. See section 3 for more information.

One or more textures on this 3D-model have been created with images from Textures.com. These images may not be redistributed by default. Please visit www.textures.com for more information.

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Coaster Prefab

You can add the coaster to your scene simply by dragging the prefab into the scene view or the hierarchy. (Assets/Laxer Assets/Coaster/coaster sw)

The prefab contains:

- curves : this object contains the track, starting with the station
- other stuff : this object contains the supports and their bases.
- supports and bases can be adjusted by selecting either the pillar or base gameobject. You can move them by setting tool handles to local and dragging them along their local y-axis.

Use the attached script to change the settings of the coaster. Settings will be applied, when the scene starts.

If you use the foldout for advanced settings, „train prefab“ and „start delay“ fields appear.

The train prefab field contains the carts, that are duplicated on startup to get the correct number of trains. These carts have to be deactivated duplicates of carts one to five.

The script activates and copies these carts at the start of the game and adjusts the start delay time for each train. If you want to modify the carts, you also have to modify these deactivated carts.

The number of trains defines, what start delay is used. If there is one train, start delay will be 0. If there are four trains, start delay will be 17.25 seconds.

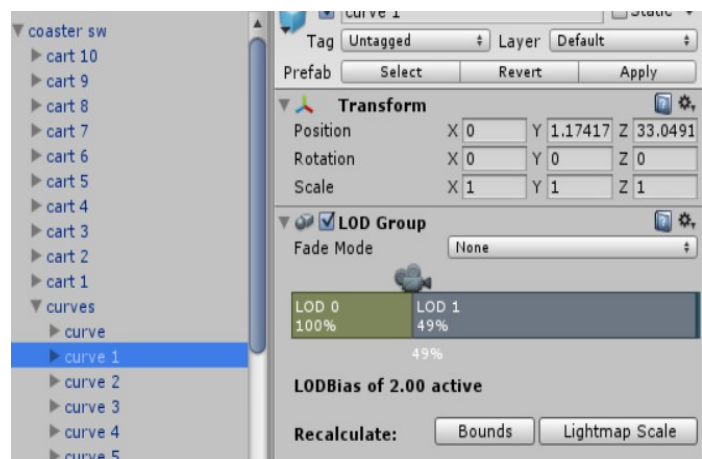
This ensures, that trains don't go through each other. You should only do minor changes to these values.

LOD Settings

All curves except the station use LOD meshes. The LOD component is attached to numbered curve objects.

You can also adjust the LOD bias in the quality settings (edit->project settings->quality)

LOD Bias affects the distance at which the LOD is changed of all objects.



Sound Sources And License

Sounds of this package were mixed using sound samples from freesound.org with a [creative-commons zero license](https://creativecommons.org/licenses/by/4.0/).

Sources:

<http://freesound.org/people/ingudios/sounds/119498/>
<http://freesound.org/people/be a hero not a patriot/sounds/332237/>
<http://freesound.org/people/temawas/sounds/243688/>
<http://freesound.org/people/qubodup/sounds/125744/>
<http://freesound.org/people/afleetingspeck/sounds/151179/>
<http://freesound.org/people/acrober/sounds/86146/>
<http://freesound.org/people/yottasounds/sounds/232136/>
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