

## What's new in V1.5

New feature:

-Online Multiplayer using Photon **PUN 2 Free**.

New Documentation:

-**MCR Online Multiplayer.pdf**. This pdf help you use the new online multiplayer feature.

*(Project tab: MCR Creator → Documentation → MCR Online Multiplayer.pdf)*

## What's new in V1.4

- Add skid marks (more info in the section [Skid Mark](#) in the complete documentation)
- Improve car collision with walls (more info in the section [Improve car Collision](#) in the complete documentation)

### Update the project for V1.4 users:

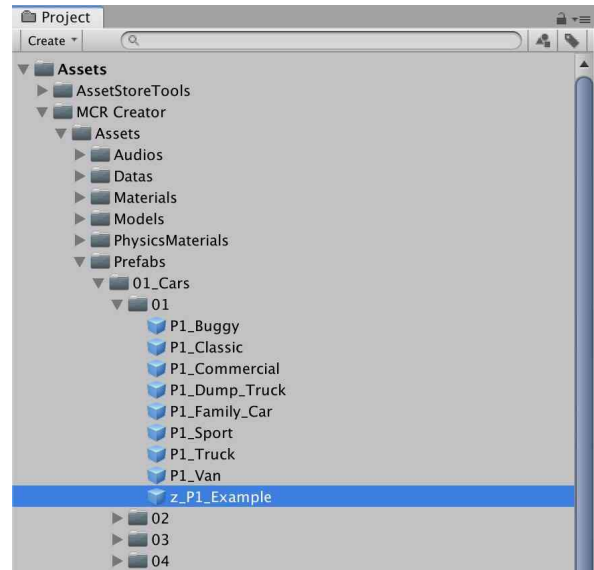
#### Update car created before version 1.4

Before starting this section make a copy of your project.

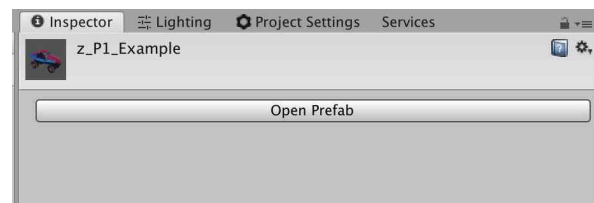
-In the **Project Tab** select the car you want to modify.

For this Example we are going to select the car **z\_P1\_Example**.

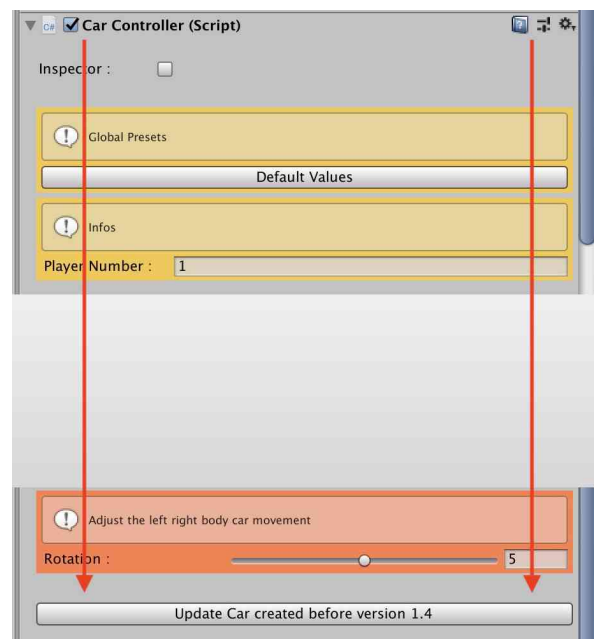
(Project tab → MCR Creator → Assets → Prefabs → 01\_Cars → 01 → z\_P1\_Example)



-In the Inspector press the button **Open Prefab**.



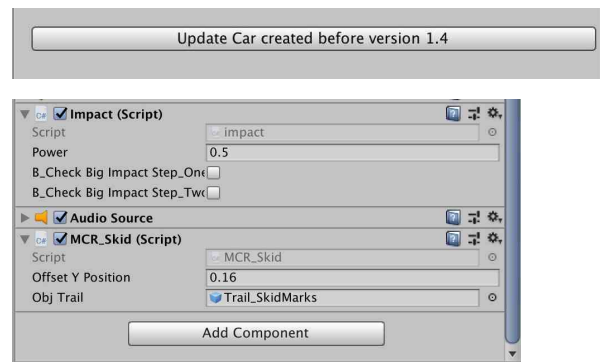
-In the Inspector, go to the end of the script **CarController**.



-Press the button  
Update Car created before version 1.4

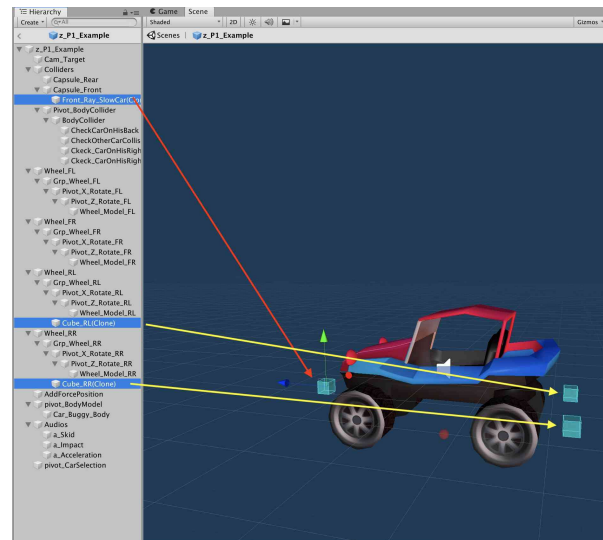
**Info:** Two scripts are added:  
*Impact.cs* and *MCRSkid.cs*

An *AudioSource* is added.



3 objects are added in the prefab.  
They improve wall collision.

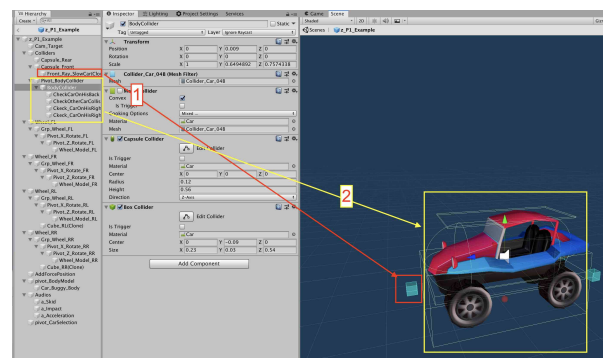
Front\_Ray\_SlowCar  
Cube\_RL  
Cube\_RR



**Info:** Each car is different.  
It is needed to adapt the position of those 3 objects depending  
your car.

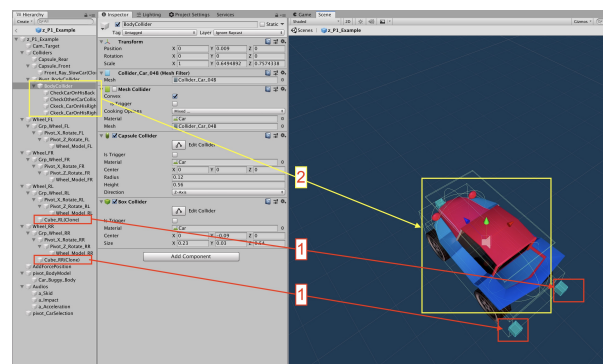
Front\_Ray\_SlowCar must be in front of the car  
(spot 1).

This object must not touch colliders contained in  
group *BodyCollider* (spot 2)



Cube\_RL and Cube\_RR must be behind the car  
(spot 1).

This object must not touch colliders contained in  
group *BodyCollider* (spot 2)



**Tips:** Have a look to the cars included in the asset  
to see the position of these 3 objects for each type  
of car.

## What's new in V1.2:

- Championship Mode (read section 17.1-how to setup a new championship in the complete documentation)
- 6 new Tracks

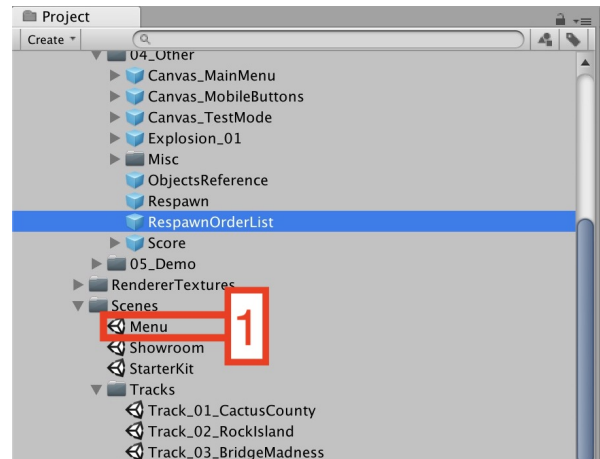
## Update the project for V1.1 users

### Main Menu:

**Menu** scene has been updated (spot 1)  
(MCR → Assets → Scenes → Menu).

### Caution:

The new Menu erases the previous one. So if you made modifications on the Menu Scene, those modifications will be erased.

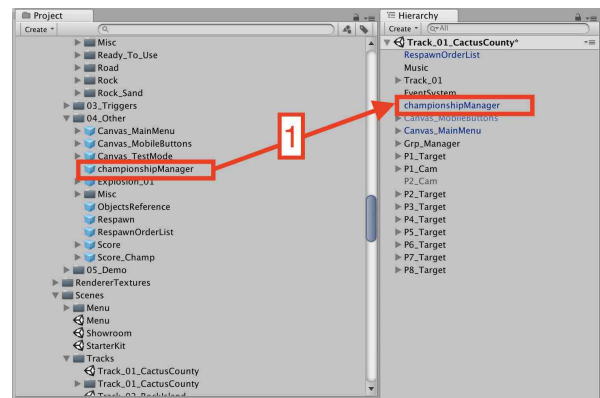


### Track Scene:

**Caution:** Due to the new Championship mode it is needed to add in **each track** the prefab **championshipManager**.

If you have created your own track:

-Drag and drop the prefab **championshipManager** in the Hierarchy tab (spot 1).  
(MCR → Assets → Prefabs → 04\_Other).



### Important:

You must have only one **championshipManager** object in a scene.

## What's new in V1.1:

- Add more than 4 cars in a race (read section **Create and set cars position on starting Line** in the complete documentation)
- 4 new cars
- Main Menu updated
- Respawn system updated

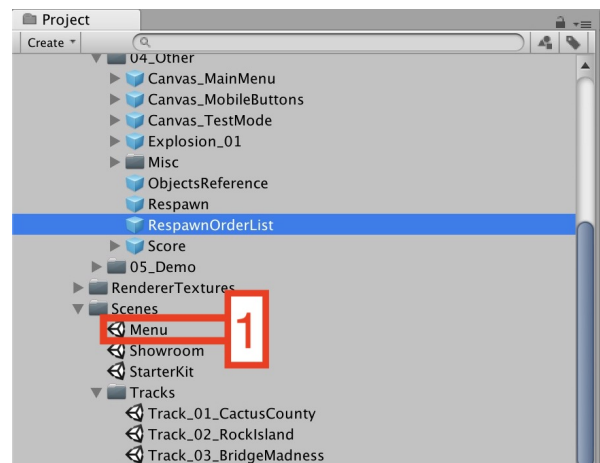
## Update the project for V1.0.2 users

### Main Menu:

**Menu** scene has been updated (spot 1)  
(MCR → Assets → Scenes → Menu).

### Caution:

The new Menu erases the previous one. So if you made modifications on the Menu Scene, those modifications will be erased.



### Track Scene:

**Caution:** Respawn system has been updated. So it is needed to add in **each track** the prefab **RespawnOrderList**.

If you have created your own track:

- Drag and drop the prefab **RespawnOrderList** in the Hierarchy tab (spot 1).

(MCR → Assets → Prefabs → 04\_Other).

### Important:

You must have only one **RespawnOrderList** object in a scene.

