

Sandrail (Dune Buggy)

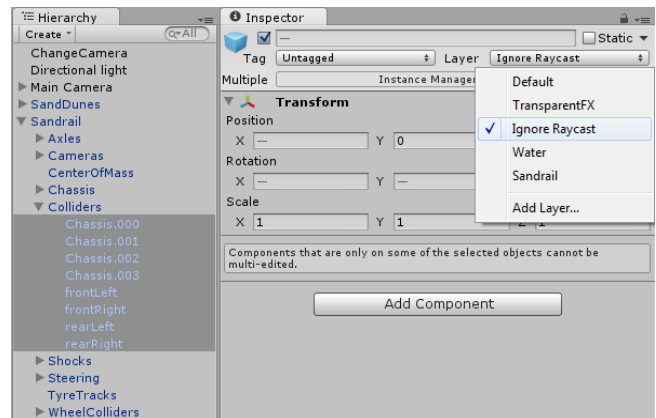
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1. Initial Setup

The standard Sandrail prefab can be found in the prefabs folder, but this is not the same as the one used in the demo scene. Key difference between the two is that the demo has two cameras set up inside its dir(directory) and requires an additional follow camera and 'change camera' Game Object with the 'Change Camera' script attached. While the standard Sandrail only has the Drivers View camera setup, a basic follow camera can be setup using an additional camera with Unity Standard Asset Scripts 'Smooth Follow' and 'Smooth Look At' attached to it.

When you first import the Sandrail into your scene it is important to check that it is on the appropriate layers. Select the Sandrail dir and set it to the desired layer eg 'Sandrail'. Then expand the 'Sandrail' dir and locate the 'Colliders' dir. Expand it and select all colliders located within, place them on the layer 'Ignore Raycast'. You are now ready to hit play and test the Sandrail in your scene.



2. Axles and Wheels

The Axles dir on the Sandrail prefab contains all the axle joints, wheels and lower shocks geometry. It also includes two key game objects 'frontAxle' and 'rearAxle' which have the appropriate axle script attached to them. These two axle scripts 'Front Axle' and 'Rear Axle' handle the movement of all the movable mesh's(excludes the 'Belt Cog' on the engine) and the rotation of the wheels.

3. Textures

Two 2048*2048 textures have been included. The UV Atlas for these textures can be found inside the zipped folder 'extras'.



4. Help



- Wheels bounce wildly when not in contact with the ground.

This is caused by the WheelColliders raycast interacting with the colliders attached to the Sandrail. To fix this make sure that the ALL colliders in the dir Sandrail/Colliders are on the layer 'Ignore Raycast'.

Updated

25th October 2013