Before Adding RCC_AICarController

First, be sure your vehicle is working fine before adding an AI controller to it. **RCC_AICarController** must be attached to the vehicle equipped with the **RCC_CarControllerV4**. Once you add the **RCC_AICarController** to the vehicle, there is no need to do anything else for the vehicle. Settings for the AI will be explained below.

How the RCC_AICarController Works

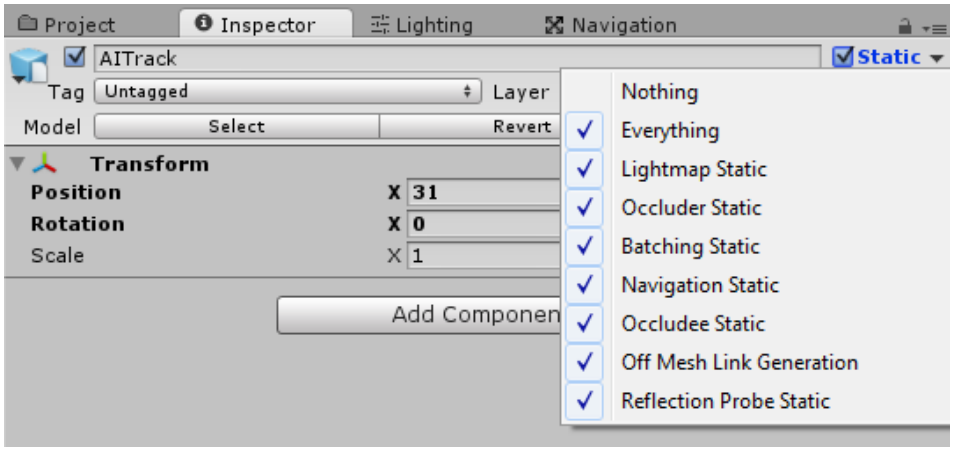
RCC_AICarController calculates path to the target point with throttle, brake, and steer inputs. And then, feeds the **RCC_CarControllerV4** with these calculated inputs.

Creating NavMesh for Scene

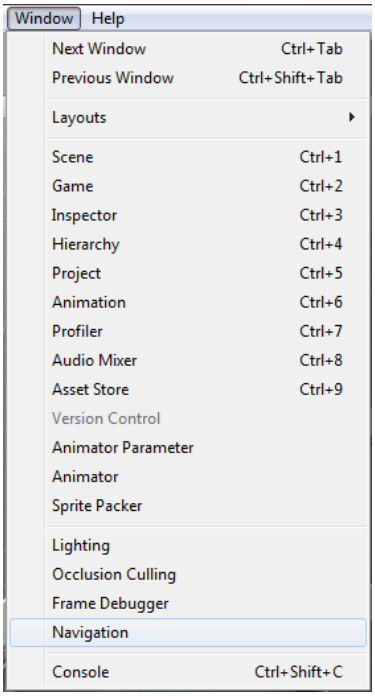
AI is using **Unity's Nav Mesh** for calculating the path. Therefore, you must bake and create navigation mesh for your scene first. AI won't be able to find the correct path if your scene doesn't contain a proper navigation mesh.

How to Create NavMesh

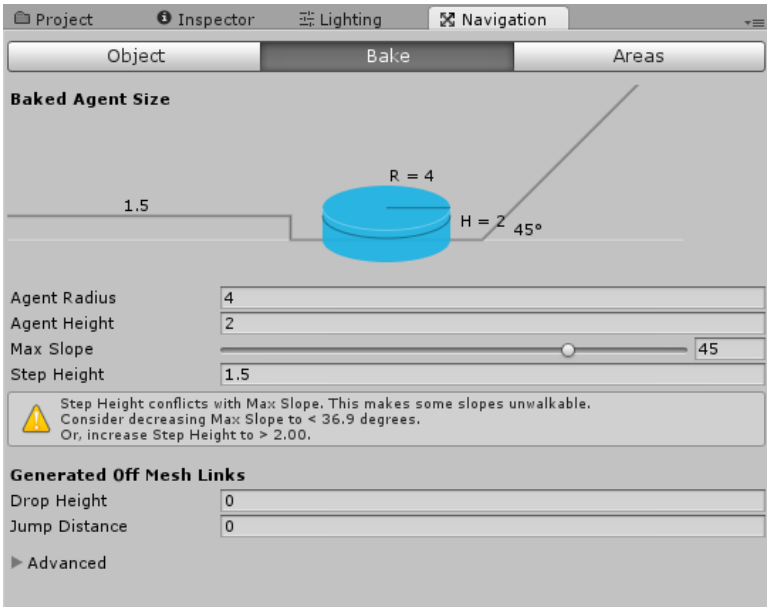
Select your all static objects (including roads too). And set them "**Static**".



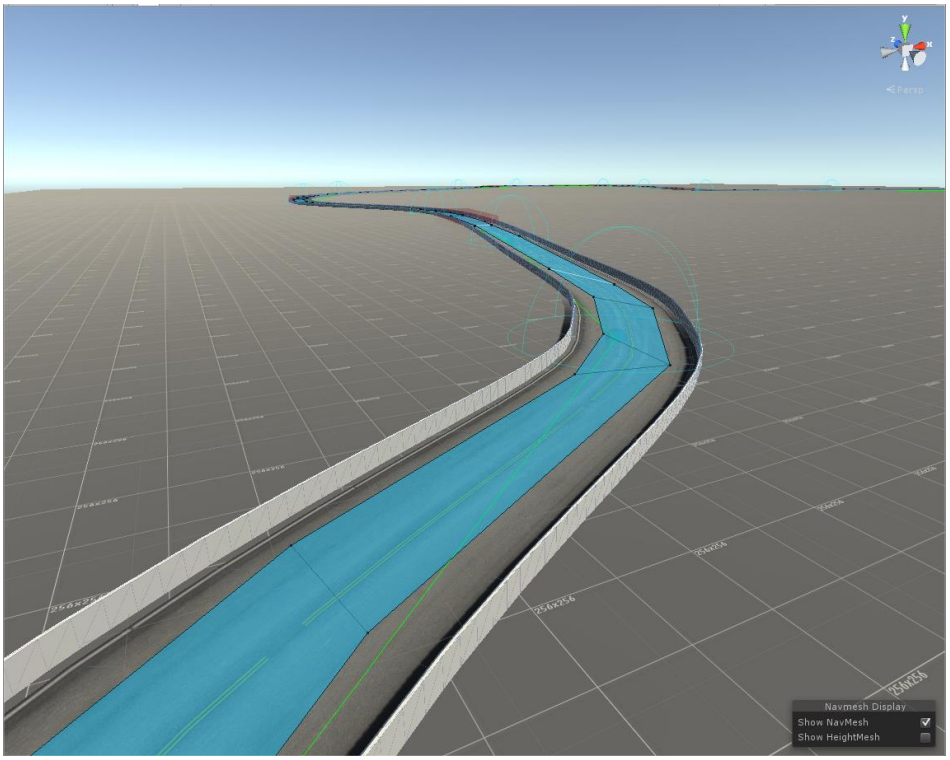
When all your static objects are marked as “**Static**”, then you can bake your navigation mesh. Open the “**Navigation**” window from the **Window → Navigation**.



Default settings should be like this.

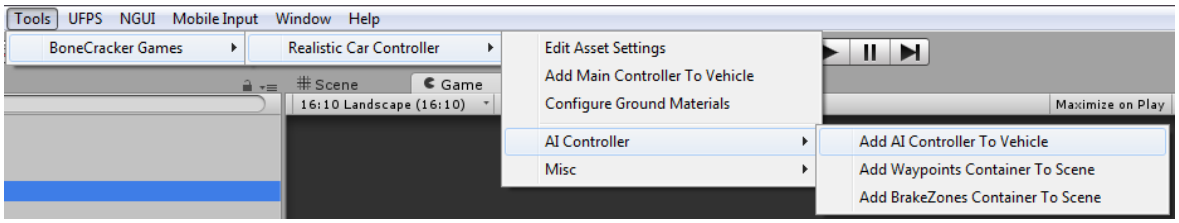


And then, click the bake button and bake your scene. Check your blue navigation mesh. AI will use this mesh for pathfinding. It should be like this;

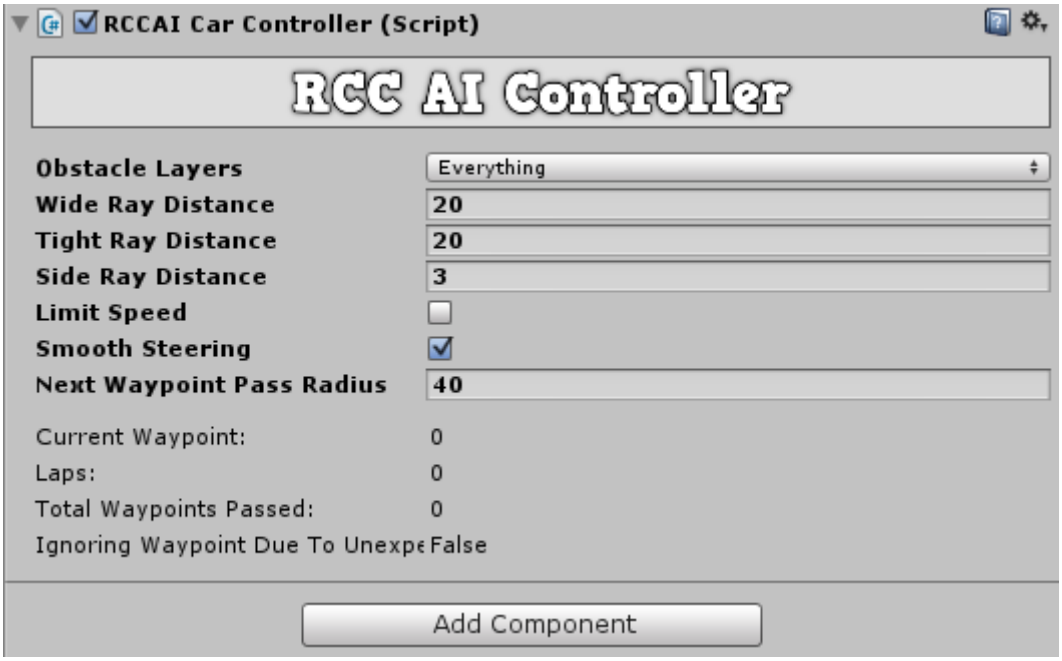


Adding AI Controller to Vehicle

First, build and configurate your vehicle. Be sure it's working properly. When everything works fine and results are as expected, you can add **RCC_AICarController** to your vehicle by "**Tools → BoneCracker Games → RCC → AI Controller → Add AI Controller to Vehicle**".

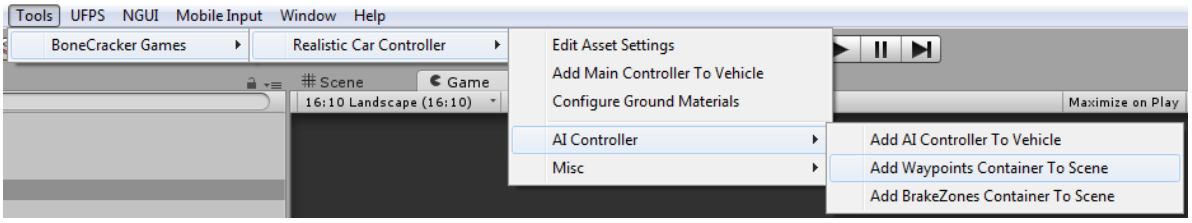


This will add "**RCC_AICarController**" to the root of your vehicle.

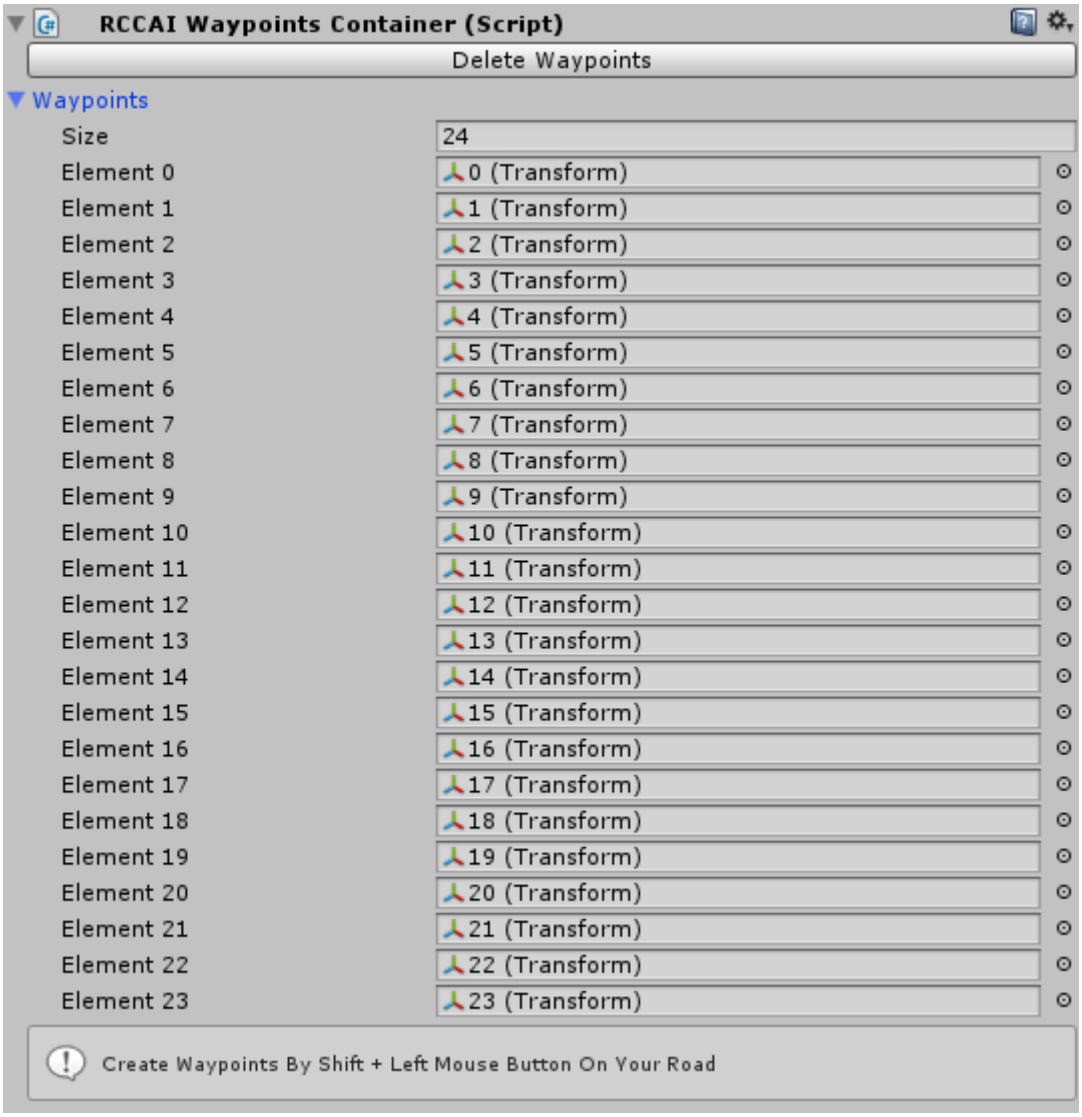


Vehicle will use "**Nav Mesh Agent**" for road path based on your waypoints and will use raycasts for dynamic objects. If you have specified gameobjects to ignore raycasts, you can select specific layers from the obstacle layers.

Adding Waypoints Container to Scene



Waypoints are used for the path. You can create your own path for AI with these waypoints. All waypoints are collected by the container. You need to create **Waypoints Container** in your scene to create waypoints. You can create it from the **Tools → BCG → RCC → AI Controller → Add Waypoints Container to Scene**. This will add "**RCC AI Waypoints Container**" to your scene. Select the waypoint container in your scene. Simply hold Shift and left click on your road to create a new waypoint. Create your path with them.



Note: Do not use **CTRL + D** for duplicating any waypoint.

Each waypoint has a target speed. The vehicle will adapt its speed to this target speed when radius.

Note: Be sure AI vehicles are close enough to the nav mesh. If it's too far away from it, path finding won't work.

Mode (Follow Waypoints)

Follow all waypoints in the selected container. If your scene has multiple waypoint containers, you can select specific one for the vehicle. Once the vehicle completes the lap, it will stop if option is enabled. Otherwise, it will follow the waypoints again.

Mode (Follow Target)

Follows target gameobject without crashing to it. It will stop or start to follow at certain distances. Distances can be adjusted directly from the inspector panel.

Mode (Chase Target)

Chases target gameobject. Crashes to it and it won’t stop at certain distance.