**SMART AI CAR 2.3**

**Update 2.3**

* **Integrated with Realistic Car Controller Physics and Features.**
* **Removed EyeCamSystem due to performance issues.**
* **Using Unity's NavMesh for steering. Vehicles can solve labyrinths too.**
* **Improved vehicle behavior and raycasting calculation.**

**HOW TO SETUP A SCENE WITH AI VEHICLES**



**CREATING PATH**

**Create empty gameobjects and create your path with them. Name your waypoints just like "WP1", "WP2"... Select all of your waypoints in order on Inspector Panel under "Waypoints" section.**

**Then you must bake your navigation mesh. Make sure all your obstacles (except movable objects ) must be static objects.**



**And you must get a result like this;**



**SETUP AI VEHICLE**

**Setup your car with wheel colliders and their transforms. Once you have done with installation , then attach your SmartAICar2 script to root of your car. If you are getting trouble while creating a car, you can watch some tutorials on Youtube, it’s pretty easy. Attach your proper wheel colliders and wheel transforms to the script.**

**Your last keyframe of the engine curve should be (0, your maximum speed value) at position like this;**



* **Configure your other settings in script. Select your obstacle layers, lower your vehicle center of mass etc, edit raycast distances. Make sure your obstacles have colliders for raycast hits.**
* **Unity’s default wheel collider settings are much overvalued. Don’t forget to edit your wheel collider settings if you are using your own vehicle for realistic handling.**
* **You need to create a tag named “BrakeZone”, and trigger for making a break zone. Just create a cube. Tag it “BrakeZone”. Remove mesh renderer, and set object’s collider to trigger. Car will apply brake force as much as “BrakeZone” value in script. If car’s speed is less then 25, script will not apply brake force.**
* **Same thing is for “DriftZone” too.**



**If you have any questions with package, please contact me on bonecrackergames@gmail.com**