

## URBAN TRAFFIC SYSTEM PRO 2018.1

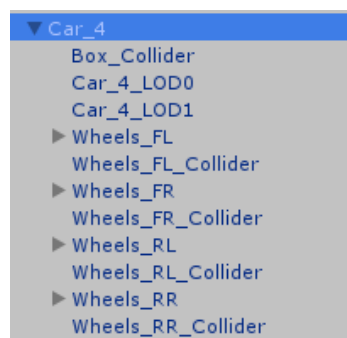
### *Tutorial - Prefab Transport Setup.*

So, we have a car model.



It should include in itself:

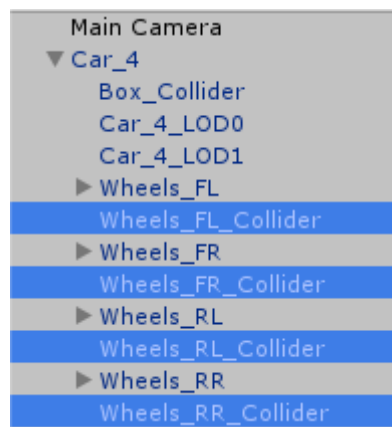
- Dummy for Box Collider.
- Wheels, each as a separate part of the car.
- Dummy for wheel colliders. It is important that the center of the collider is in the center of the wheel model.



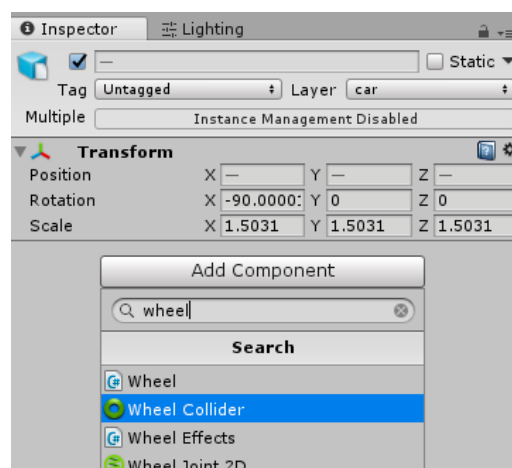
Now select the layers named "Car".



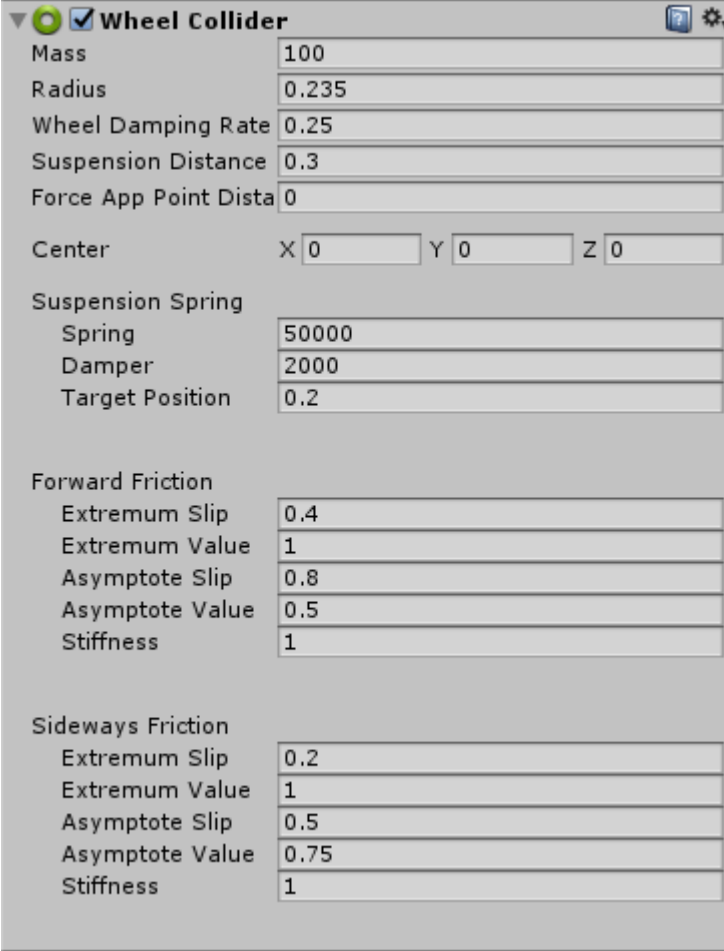
We need to create colliders for the wheels. Select all Dummy



Find and add a script Wheel Collider



For all wheels, I use these settings.



**Wheel Collider**

Mass: 100  
Radius: 0.235  
Wheel Damping Rate: 0.25  
Suspension Distance: 0.3  
Force App Point Dista: 0

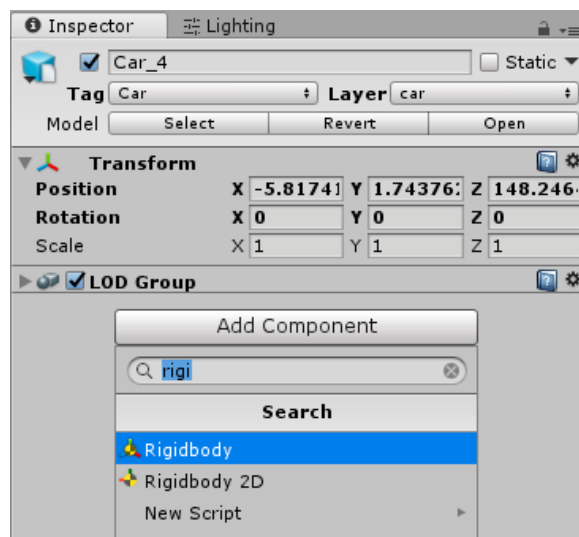
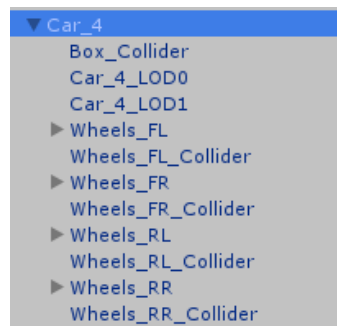
Center: X 0 Y 0 Z 0

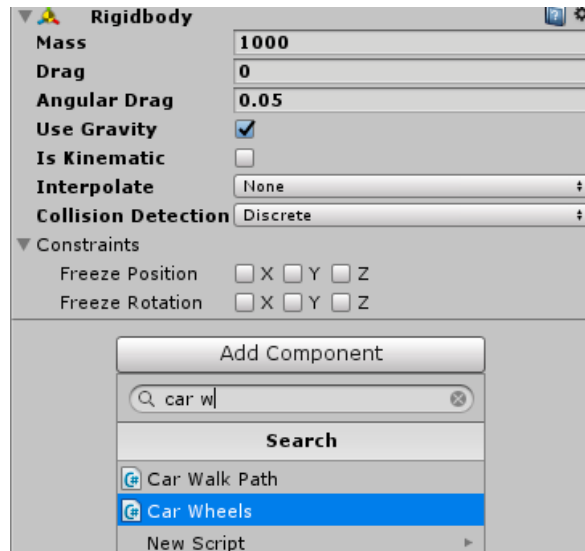
Suspension Spring  
Spring: 50000  
Damper: 2000  
Target Position: 0.2

Forward Friction  
Extremum Slip: 0.4  
Extremum Value: 1  
Asymptote Slip: 0.8  
Asymptote Value: 0.5  
Stiffness: 1

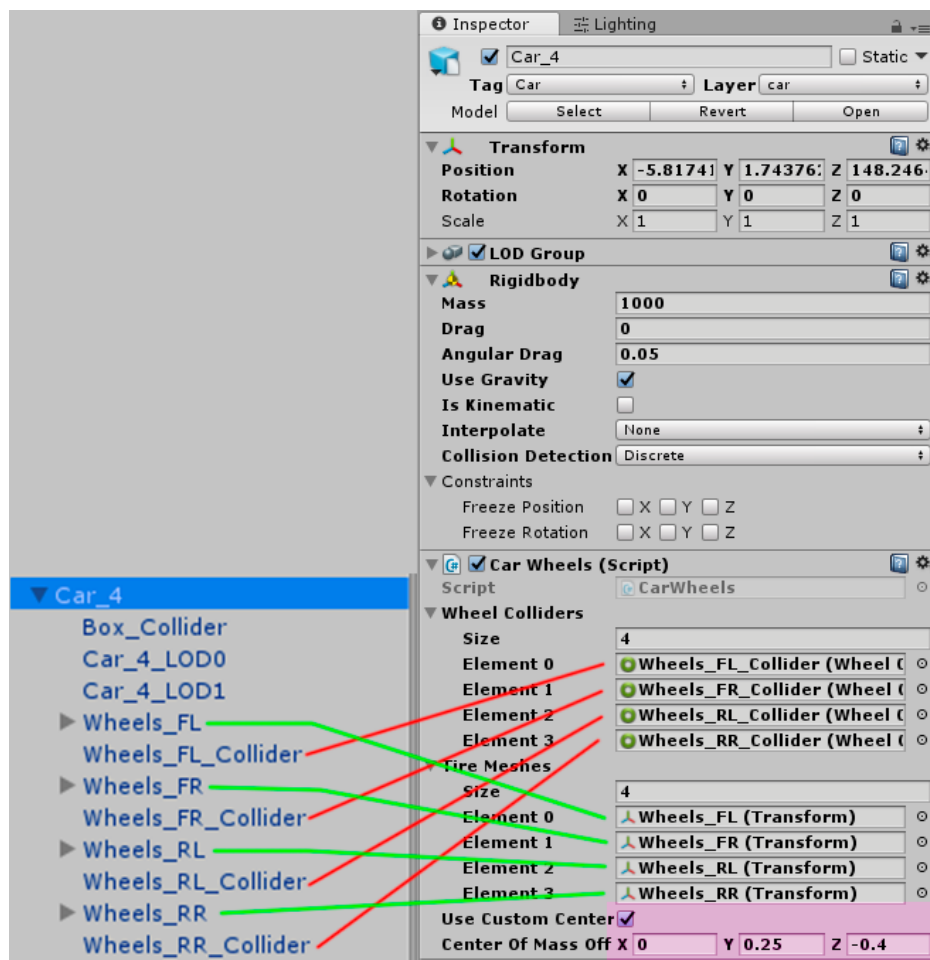
Sideways Friction  
Extremum Slip: 0.2  
Extremum Value: 1  
Asymptote Slip: 0.5  
Asymptote Value: 0.75  
Stiffness: 1

Now we need to add for the car Rigidbody and script Car Wheels.

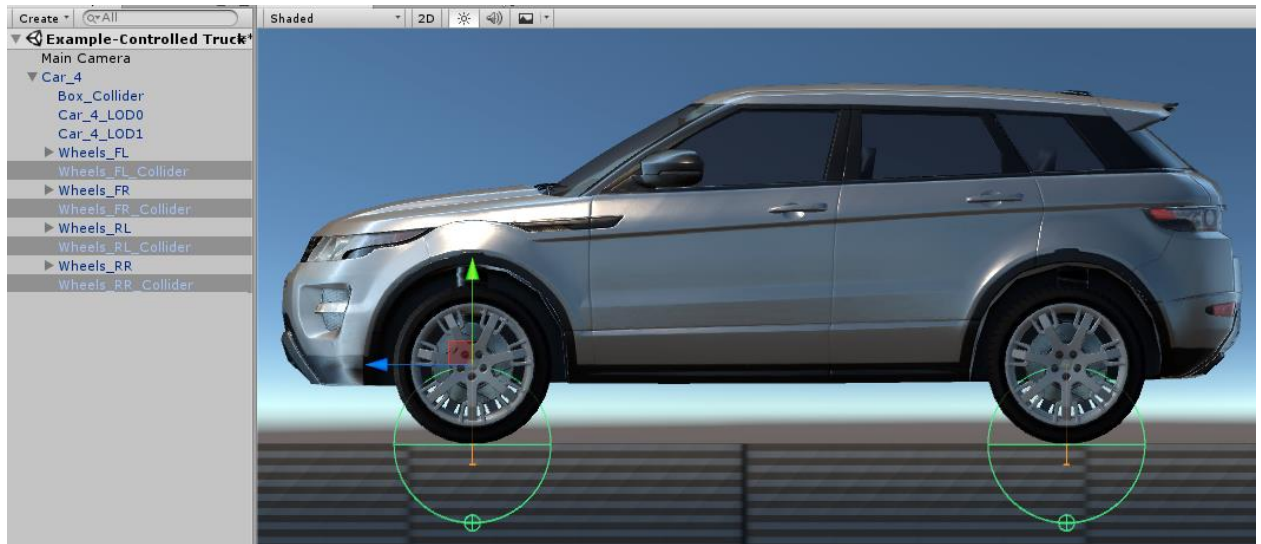




We transfer objects to the script. And set up the center of mass  
car, the lower the center of mass, the machine will be stable on corners of the road.



Most likely your wheel colliders will not match the model of the wheels.



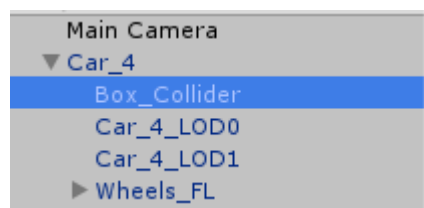
Then they will need to be configured manually



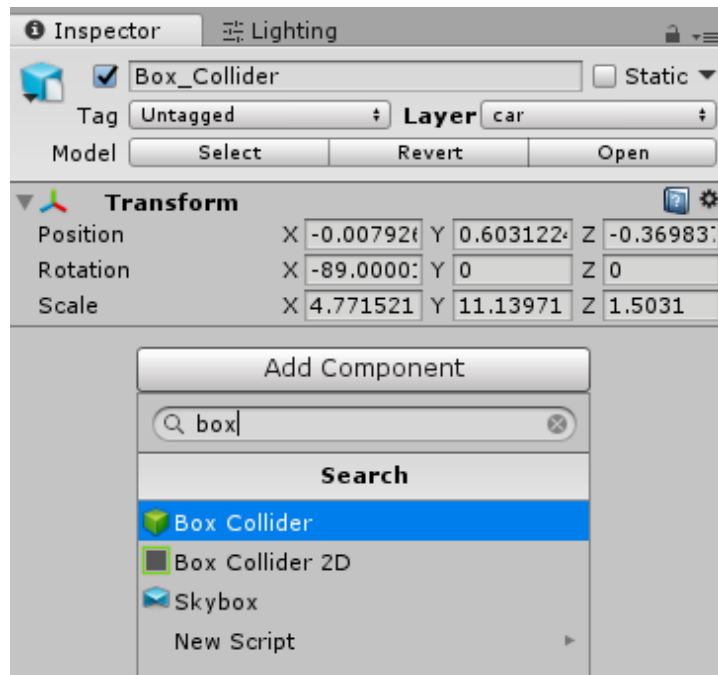
It remains to configure two more parameters:

1. **Box Collider** - It is necessary that the machine does not pass through the objects.
2. **Checking Box** - Thanks to him, other cars and people see your car. 😊

Select Box Collider



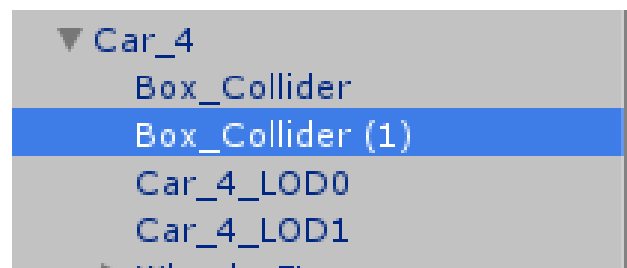
## Find the script Box Collider



We adjust it, according to the dimensions of the body of the car.

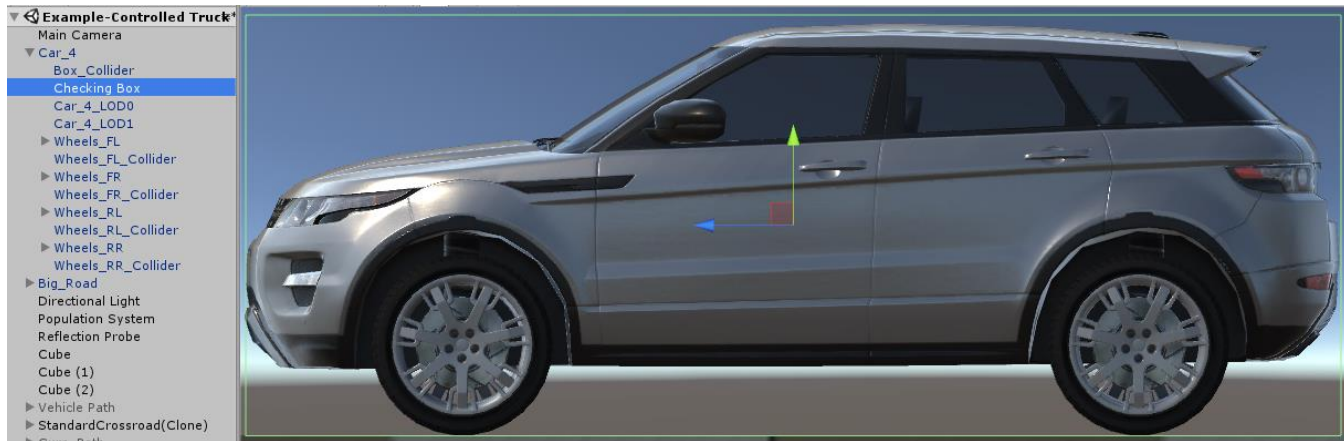


Using the CTRL + D keys, duplicate our collider to make a Checking Box. And rename it.

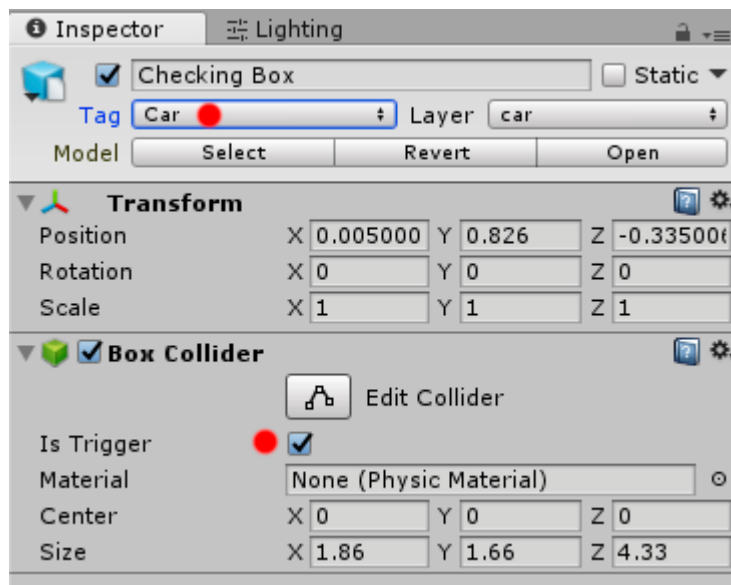




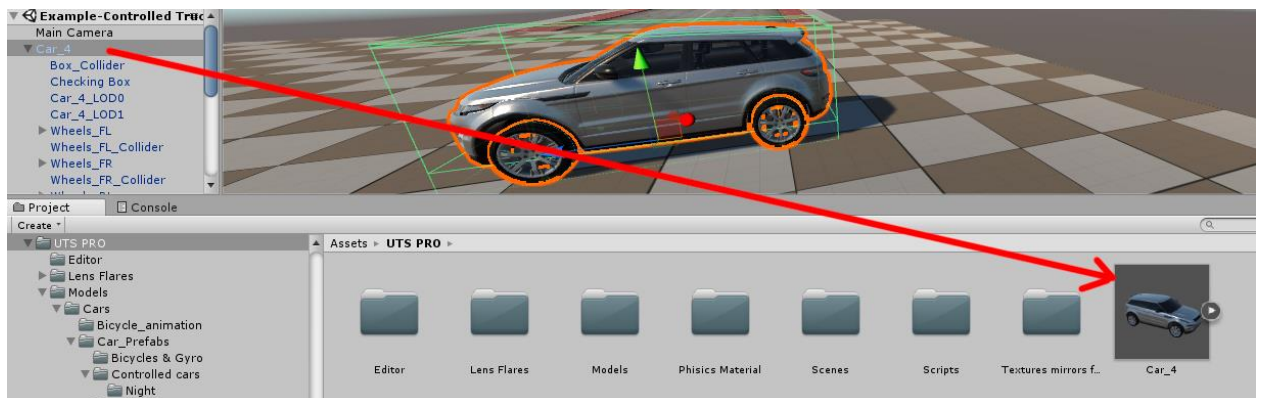
For him, I changed the size of the box.



Последние настройки и готово!



Now you can drag the car into the Project window to make it prefab.



In this version, there may be some errors. But we are working on them. In the near future we will release a completely new asset. Where will we make city traffic even more realistic. You will be pleasantly surprised! Thank you!

That's all! If you have any questions, please write to us by e-mail: [aglobex3d@gmail.com](mailto:aglobex3d@gmail.com)

And we will be happy to answer your questions!

**GOOD LOOK! 😊**

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