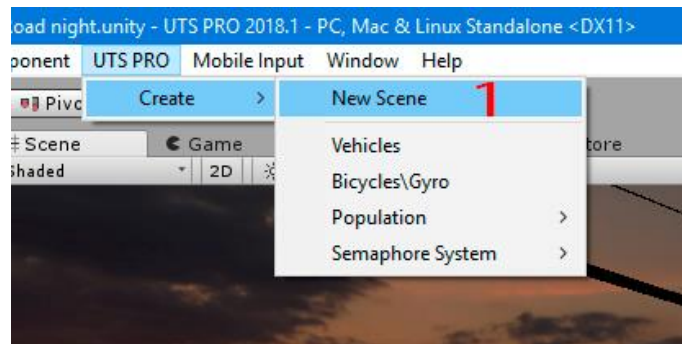


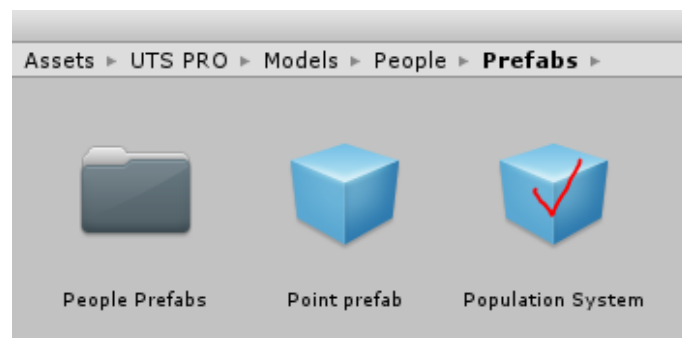
URBAN TRAFFIC SYSTEM PRO 2018.1

Tutorial - How to create a path for Transport.

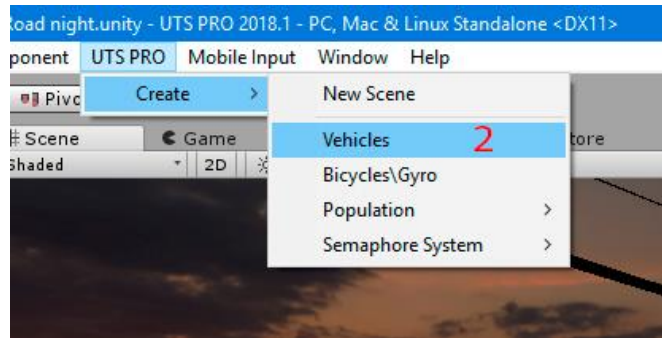
1. Create a new scene. This is necessary so that the prefab of the Population System appears in the scene. Or just add it manually.



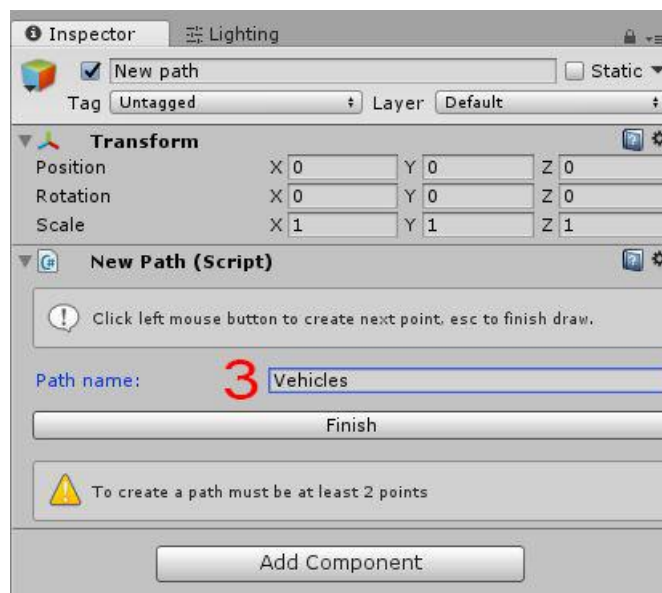
It is located at:



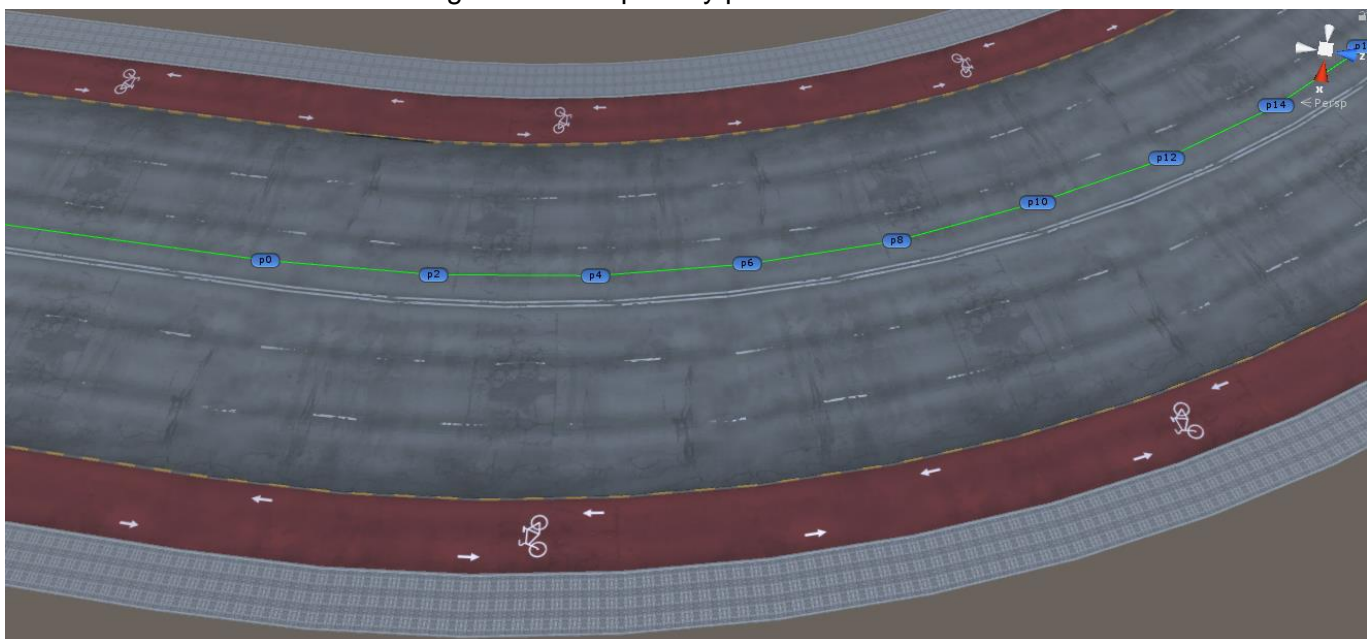
2. Next, choose the Vehicles.



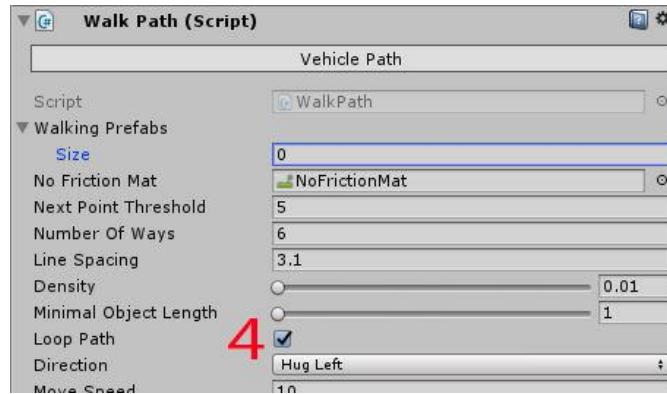
3. In the Path name section, write any path names.



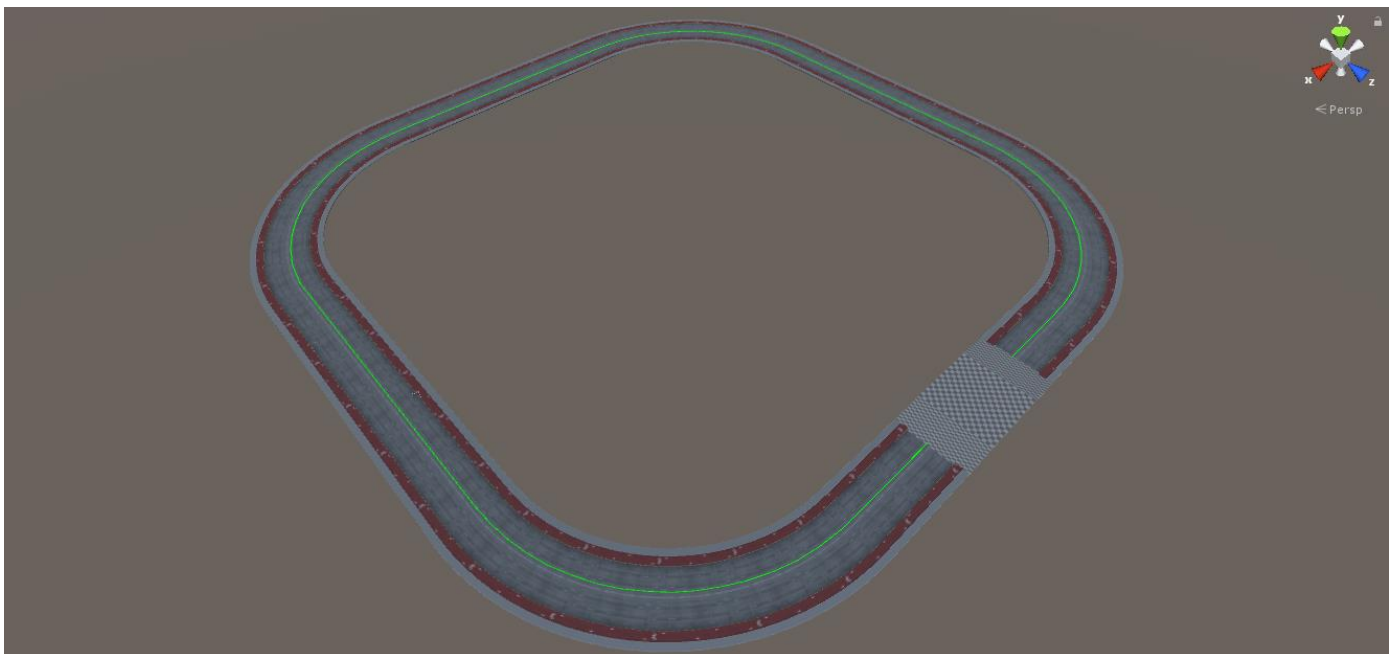
And we begin to build a path by points.



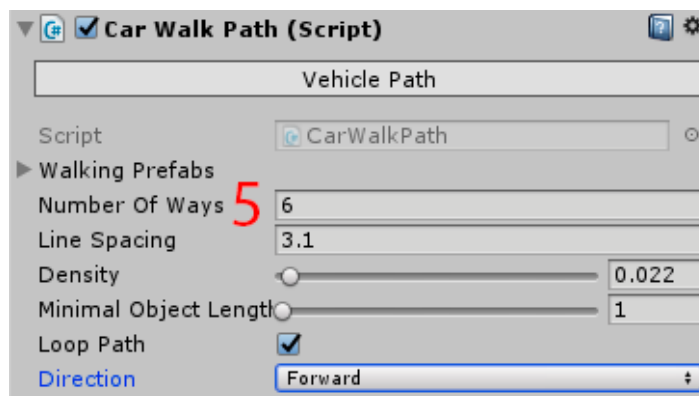
4. If you need to loop the path, then press the Loop path button.



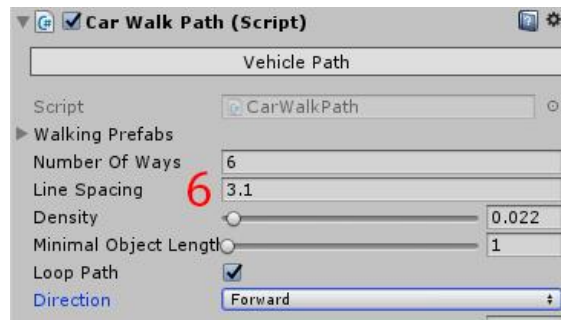
Then cars will go around in a circle.



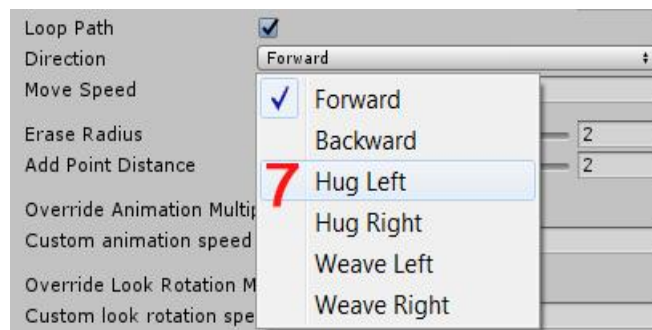
5. Choose the number of paths, in our case we need 6 roads.



6. Now we need to expand our ways, so that each path is in the center of the roadway.



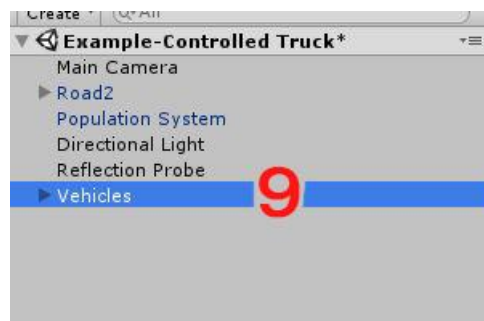
7. In the Direction section, select the direction of the oncoming traffic Hug Left



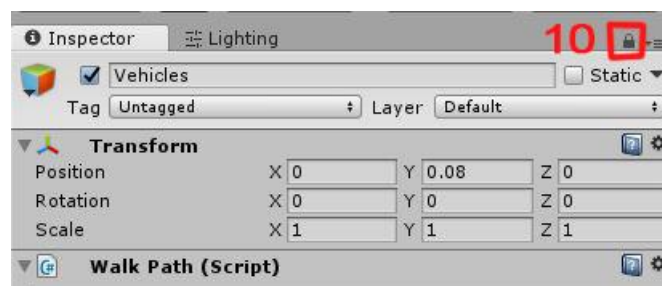
8. Now we add prefabs with transport to the scene. They are in Assets / UTS_PRO /Models / Cars / Car prefabs / Day Cars or Night Cars.



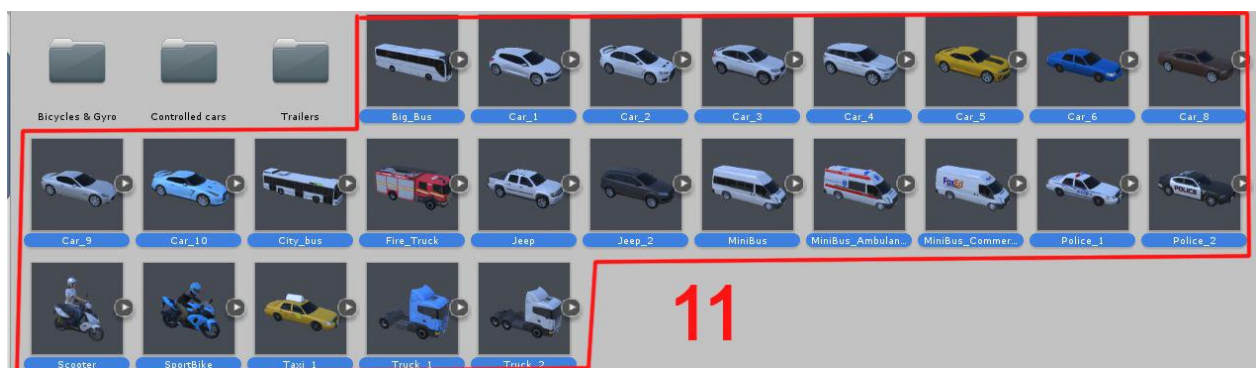
9. Select the path that we created



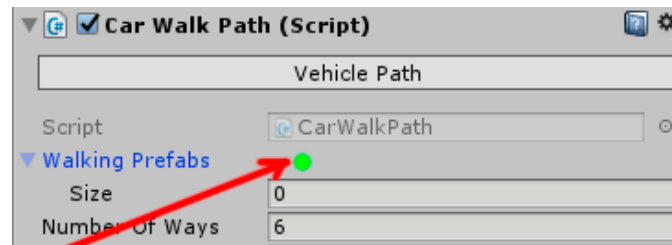
10. Now we need to turn on the lock for a while, this is necessary so that we can add all the cars at a time.



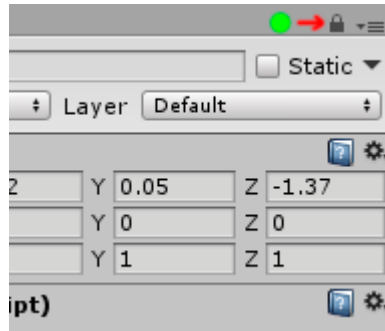
11. Select all transport.



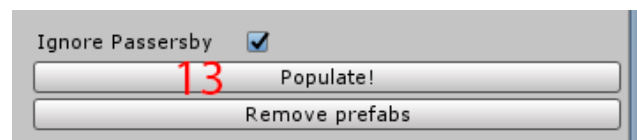
12. And we transfer all transport to the specified place, as in the picture



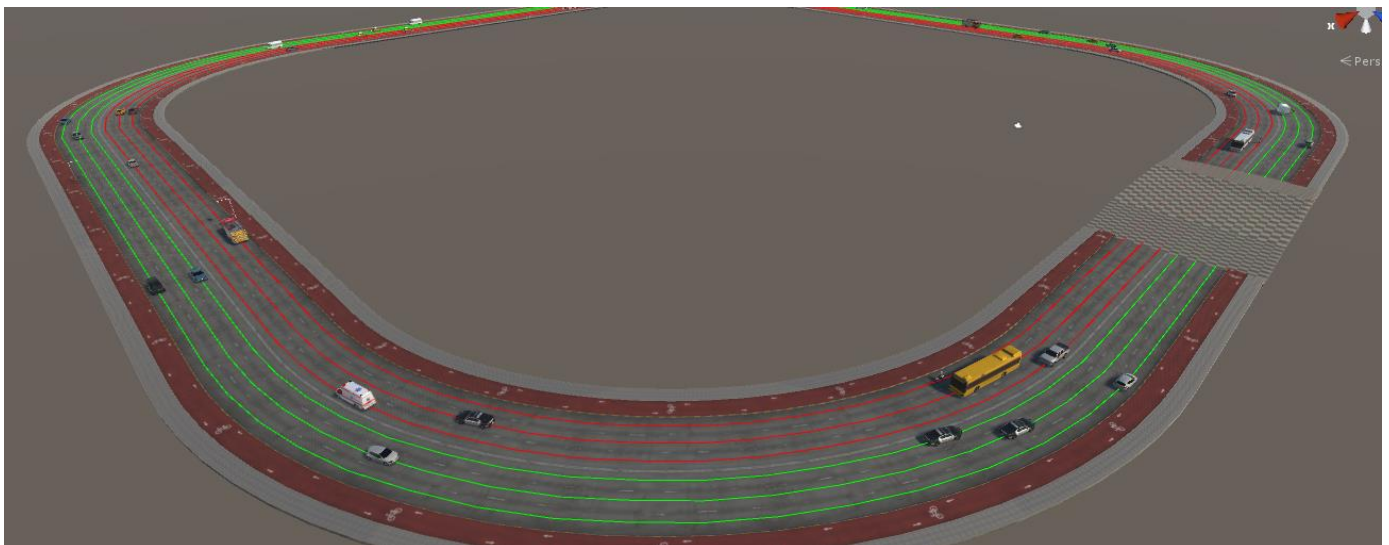
Now you need to open the lock back



13. After all the transport is added, we can click the Populate!



After that, we will see the transport in the scene.

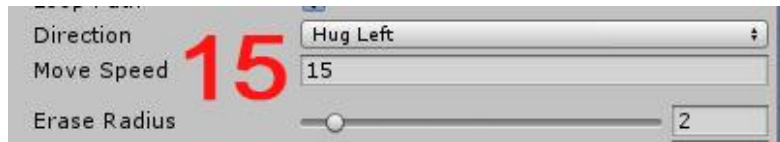


14. The Density parameter is responsible for the amount of transport in the scene.



15. Now we can set the speed of movement for all cars.

And remember, until you hit the Populate! Your settings will not be updated!



16. This function ignores pedestrian colliders. It is usually better to use it to avoid accidents at intersections.

17. If you built a path, but you do not have enough points to smooth the path, then this function can add points in the places where they are needed. The more points, the smoother the transport will go.

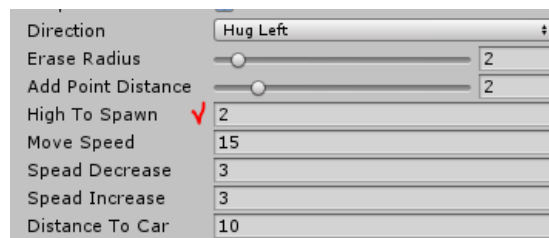
18. This function removes unnecessary points in the paths.

19. This button can hide all the paths and points in the scene.

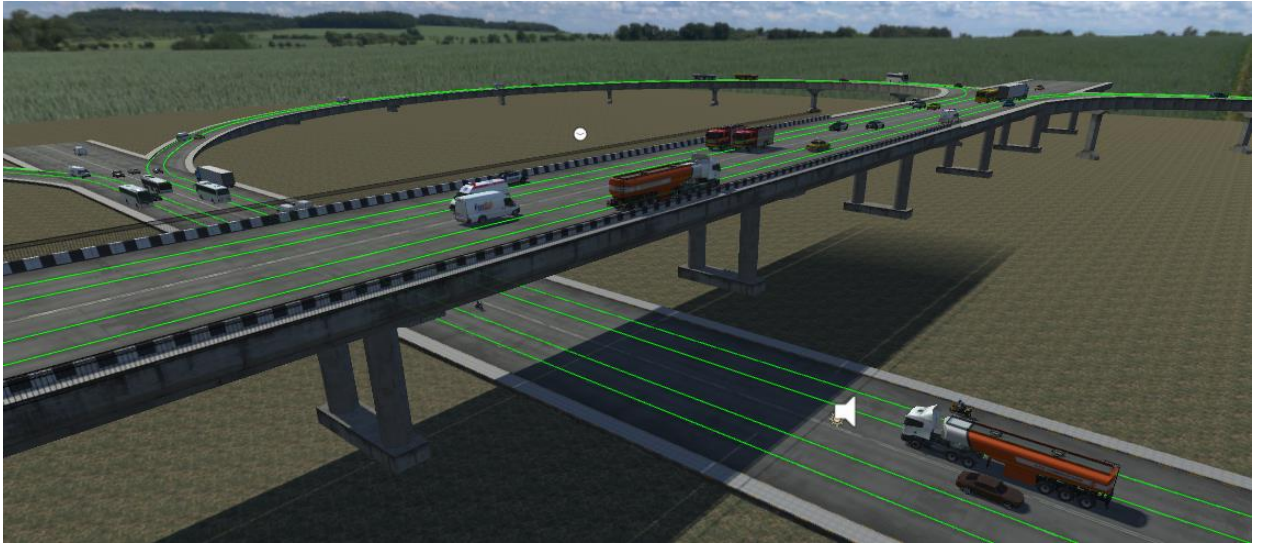
20. This button is useful to you if you accidentally deleted one of the points in the path using the delete button (on the keyboard). Then this button will restore your path, and fix the errors.



21. High to Spawn – parameter is necessary if there are bridges in the scene, for example, as in the picture below.



And also for such bridges, it will be very useful!



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

And we will be happy to answer your questions!

GOOD LOOK! 😊

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