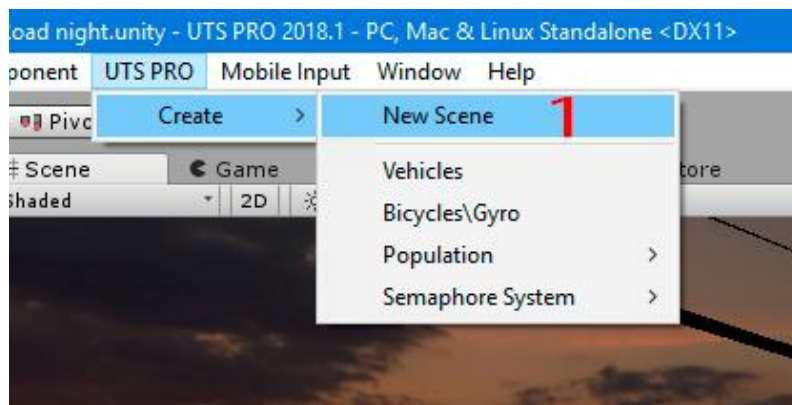


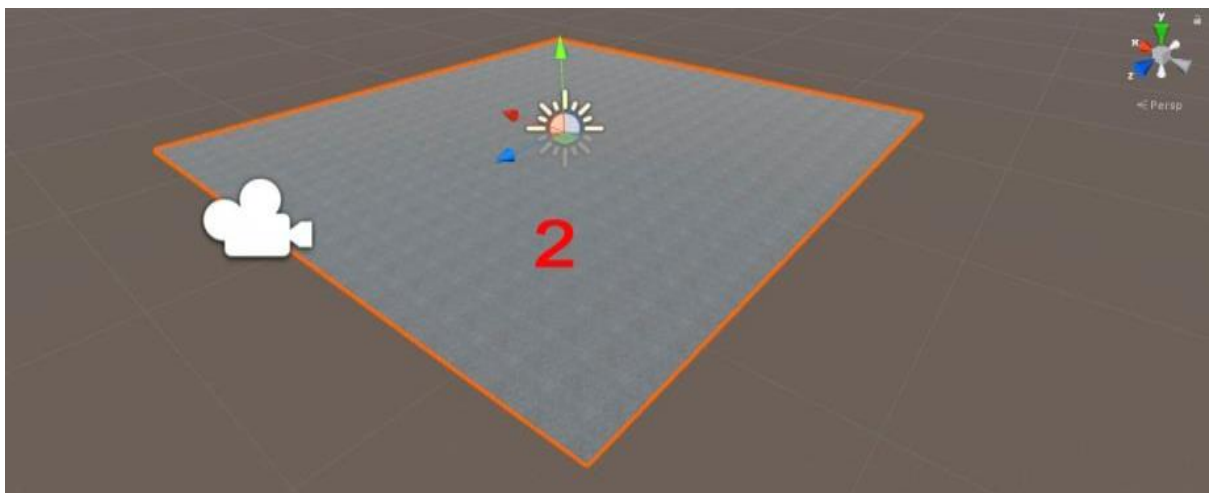
## URBAN TRAFFIC SYSTEM PRO 2018.1

### *Tutorial - How to create a path for Audience or Talking People.*

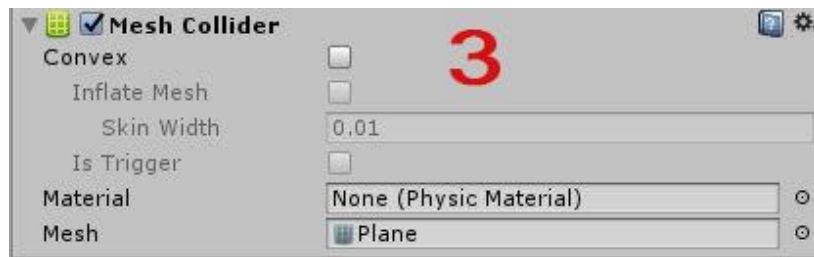
1. Create a new scene. This is necessary so that the prefab of the Population System appears in the scene. Or just add it manually.



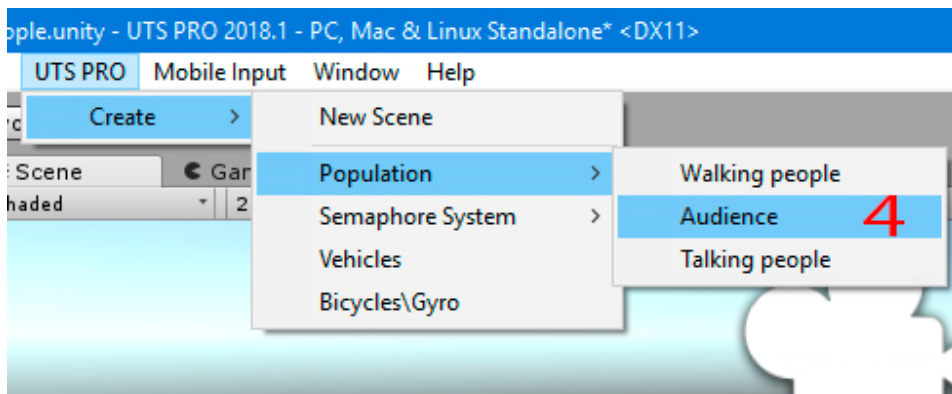
2. Create any surface. I made a plane for an example.



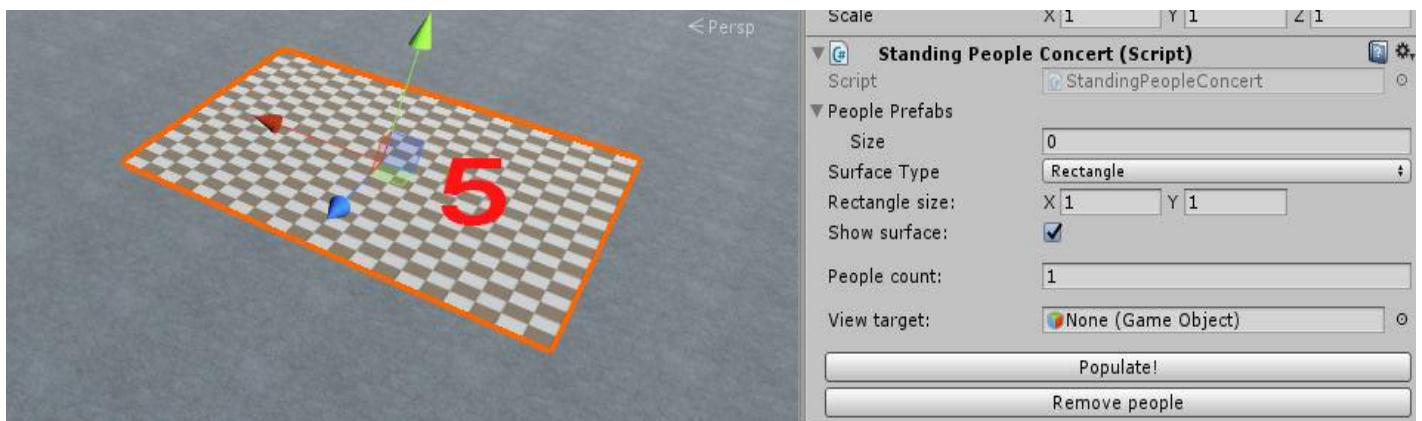
3. The surface where people will be located must have a collider.



4. Now choose the type of people. In this lesson, we'll look at Audience.



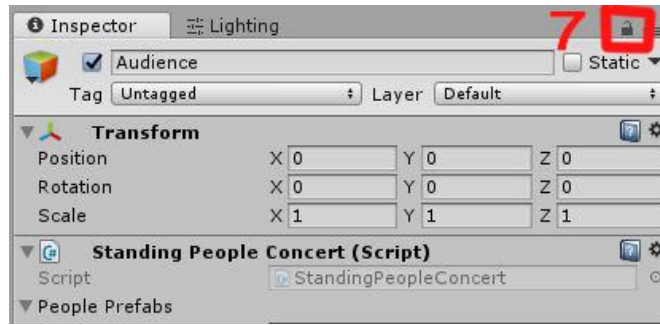
5. Click the mouse on the plane. And we see a checkered area where people will be.



6. Choose Audience



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



8. Now it is necessary to select all people



9. And we transfer all people to the specified place, as in the picture



10. Press the button to Populate!



11. And we see on our plane, one person.



12. We make our area 5 times larger, and add 100 characters.

Surface Type: Rectangle  
Rectangle size: X 5 Y 5  
Show surface: ☒  
People count: 120  
View target: None (Game Object)  
Populate!  
Remove people

13. So much better!



14. Also we can make our area of circular shape, and change the diameter.

And click on Populate!

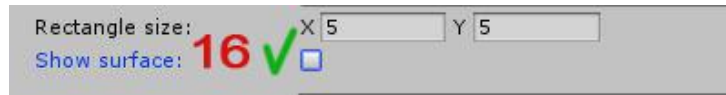
Surface Type: Circle  
Circle diameter: 6  
Show surface: ☒  
People count: 100  
View target: None (Game Object)  
Populate!  
Remove people

15. And we see!





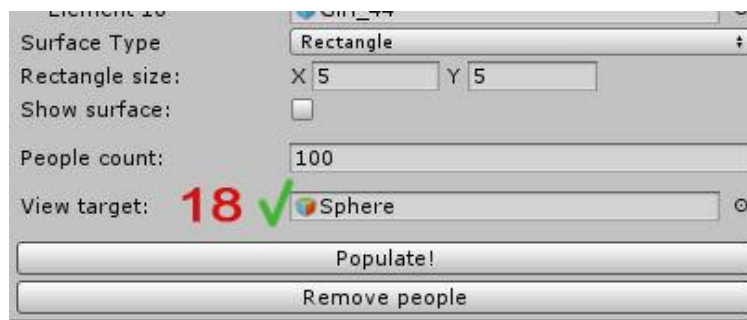
16. If the area with squares is no longer needed, you can turn it off.



17. It looks so.



18. If we add a target, then all people will look at it. Do not forget to click the Populate! Every time!



19. I think it's not in vain that we added this function with a target!😊



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

**GOOD LOOK! 😊**