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# Vehicle Documentation

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This document explains how to configure and use vehicle objects, including advertisement object, vehicle vendor, and global vehicle settings.

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## Vehicles

These objects will be provided with themes and available via the Buildit Asset Browser. They contain full integrated components:

- Player interaction
- Vehicle drive system
- Custom movement controls
- Multiplay synchronization

**Note:** Using unique names for the vehicle objects ensures full multiplay capabilities. When testing your game you might get a warning to let you know which vehicle it is. `Duplicate vehicle [vehicle_object_name], please use unique object names`

The vehicle objects are more complex and customization is recommended only for some parameters (see [Vehicle Settings](#)).

## AdVehicleSpawner

The advertisement spawner creates a temporary vehicle as a reward for watching an advertisement.

- The vehicle remains available only while the player is driving
- When the player exits, the vehicle is automatically destroyed

### Configuration parameters:

- **Vehicle Prefab:** The vehicle object to spawn. Select a prefab from:  
`BuilditTemplate/Prefabs/ZepetoAssets_Vehicle/`
  - **Spawn Point:** Location where the vehicle appears.
  - **Life Time:** Time in seconds before the vehicle is destroyed. If set to `0` or below, the timer is disabled and the vehicle remains until the player exits.
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## Vehicle Vendor

The vehicle vendor lets players select and spawn a vehicle through an interactive booth. It is made up of two parts:

1. An interaction model
2. A vehicle selection popup

### Basic customization structure:

```
+ vehicle_vendor
  SpawnLocation
+ Booth
  + Trigger
  Icon
+ Model
  VE_Kiosk_001
```

- **SpawnLocation:** Where the vehicle is created
- **Icon:** Position of the interaction icon
- **Model:** The booth model. Replace or edit for a custom design

### Customizing the selection list

The popup contains a scrollable list of available vehicles

```
+ Popup
+ SafeArea
+ Container
+ Content
  + Horizontal
    + Item_1
    + Item_2
    ...
```

- To add a vehicle: duplicate an existing **Item\_X**.
- To remove a vehicle: delete the corresponding **Item\_X**.
- To modify a vehicle entry:
  1. Find the **UIContentItem** component and set the **Item** property to the desired vehicle prefab.
  2. Update the thumbnail by editing the child element **RawImage > Texture**.

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## Vehicle Settings

Vehicle settings define global behavior for each vehicle type. They apply to all instances of that vehicle (e.g **Car\_001**). All vehicle object settings are located in **Themes/ZepetoAsset\_Vehicle/Settings**

### Customization Parameters:

- **rotateAnglePerFrame**: Steering sensitivity.
  - **accSpeedPerFrame**: Forward acceleration rate.
  - **decreaseSpeedPerFrame**: Deceleration rate.
  - **magnification**: Global speed multiplier.
  - **backMagnification**: Reverse speed factor (negative value).
  - **boostMagnification**: Speed multiplier during boost.
  - **boostDuration**: Duration of boost in seconds.
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