Survival Armored Trucks (1)

This vehicle is a demo car with limited functionality and a sample of a more advanced package that will soon be released on unity asset store by *XtreemARTS.*

It is designed for action third person games (Arcade style). Not good for simulator games but can be modified by user.

An advanced full version of this car will be released within the package SURVIVAL ARMORED TRUCKS with fully functional features such as advanced weapons system, aiming systems, action car controllers (destruction, enemy health, lights controls, hit and death effects, textures and skins etc.) which will apply to all vehicles in the package.

Quick set up.

- Attach a rigid body to the car (game object) and its mass at 150.

- Attach a box collider to the cars body for collision. Make sure the base o the collider is well above the wheels' Centre so that only the wheels are touching the ground.

- Add wheel colliders to the wheels naming each collider according to the wheels and adjust their radius to match the circumference of the wheels. Wheels colliders should not be parented to the wheels but rather to the car as children.

- Attach the car controller 'SAT1Controller' to the car game object and fill the public arrays with the respective game objects. Adjust the settings such as speed, brake force, and drift etc. to your preference.

Users are required to develop or use personal gun controllers to operate the weapon.

W S A D – Forward, Reverse, Left, Right.

F – Drift.

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