Guanabara Games

**Unity 3D Plugin:**

**EASY TRAFFIC**

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**Summary:**

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   1. **(advanced)**
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**1-Presentation:**

Guanabara Games is proud to present to game developers the “Easy Traffic” plugin compatible with Unity 3d engine.

In this plugin, developers are free to create paths which vehicles will follow. The vehicles have great A.I (interacting with each other, avoiding collisions, recognizing terrain and meshes and respecting the semaphores).

**2-Necessary requirements:**

- *Unity 3D* 4.00 or superior (free or Pro);

- Operational System: Windows Serve or Mac OS;

**3-Starting:**

To start the Easy Traffic plugin you need to go to the “Window” tab on the editor and choose “Easy Traffic”. The Easy Traffic window will pop up and you need to click the Start button.

**4-Instancing and adding cars to the traffic manager:**

Once started, it is possible to add vehicles to your list of prefabs. In order to add a new object as a vehicle you need to click the “Manage Cars button”, click the “Add Cars”, and then select the object you want to add as a car and click in the “Add Object as Car”.

**4.1-Adding cars to the traffic manager (advanced):**

The user also will have an advanced option in the bottom of the window that will allow the user to choose between Auto and Manual. The Manual option gives to the user three different kinds of vehicle to better fit the user preference.

**5-Creating new roads:**

Clicking on the “Manage Roads” button on the main screen you will go to a screen where you can choose the number of car lanes and the size of your rode. Also there you can chose to “Create New Road”. Click the button and to start adding new control points click on the “Add New Control Points” button, while adding new control points all you need to do is click on the editor window where you want to be your new Control Point (a cube called “CCP\_Projector” will appear in the scene showing the location you chose). The Control Point can only be created in a Terrain or Mesh with collider previously created by the user.

To create a path you need to have at least two CCPs.

In order to create a curve, click on “Pause Adding Control Poits” button, select the first “CCP\_projector” of the line you want it curved, then go to the component “CCP\_Projector2” and change the number of “Nodes”. Note that in the middle of all lines between the CCP\_Projectors you can find an arrow, Move the arrow to make the curve you want.

Remember: More nodes = smoother curves.

When you finish editing your new path just click on the “Done Adding Control Points” button.

**6-Adding Traffic Lights:**

In order to place the Traffic Lights the user need to follow the same path of creating new roads but instead of clicking “Create New Road” the user needs to click the “Add Traffic Light” button, and after that manually place the traffic light in the terrain or mesh. It will be necessary to rescale and rotate the Traffic Lights after placing in order to fit the user’s preference.