UNLOCK
GAME
ASSETS

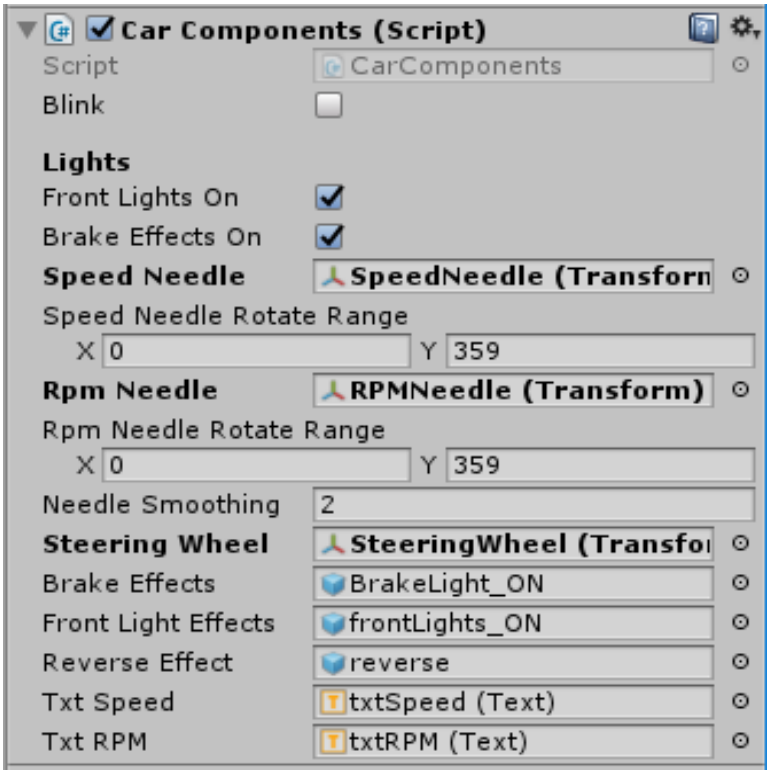
Overview

In this package you will find a 3d model of a car with separate highly detailed interior, wheels, steering wheel, lights and speed and RPM needles .

Setup

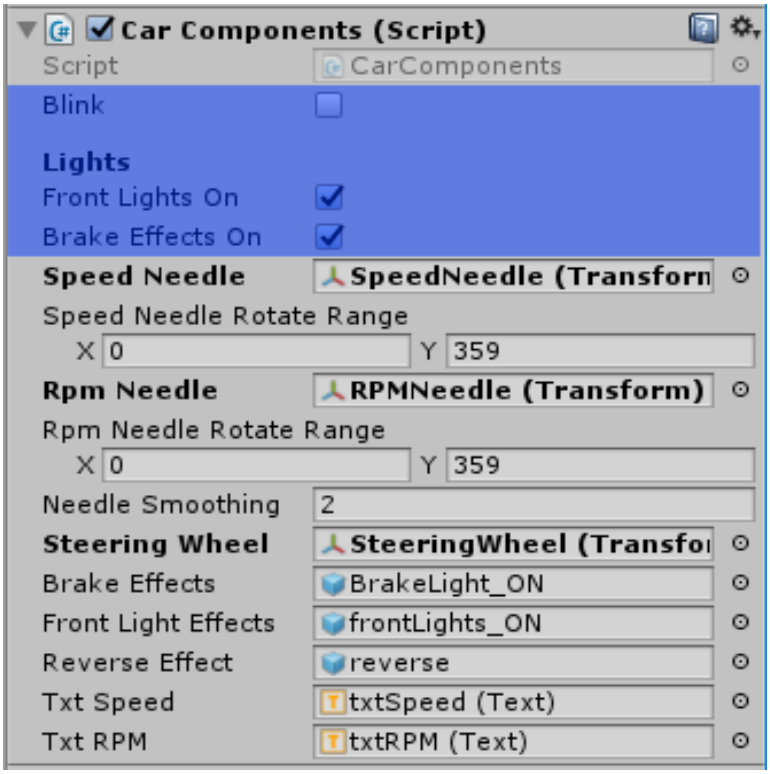
Just import to your Project, compatible with Unity Vehicle or any racing and simulation project.

This package comes with a sample script that shows how to set up lights and brake lights, steering wheel and dashboard pointers and digital dashboard.



Blink

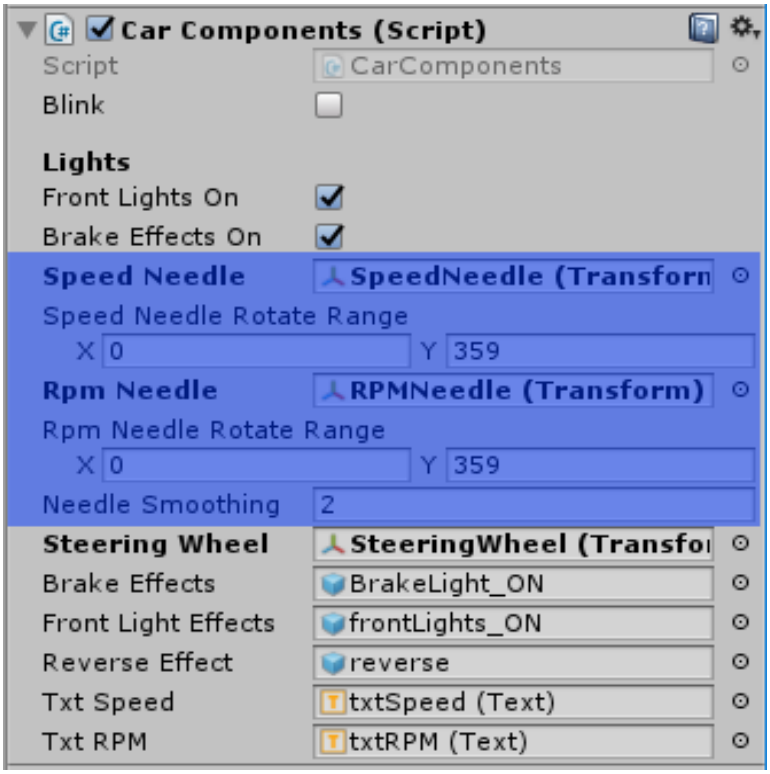
In this section of the script, if the blink option is on will cause the car lights to blink using the WaitLights coroutine, it will call the TurnOnFrontLights and TurnOnBackLights function every 2 seconds.




```
private IEnumerator WaitLights(float waitTime) {
        while (true) {
            yield return new WaitForSeconds(waitTime);
            frontLightsOn = !frontLightsOn;
            brakeEffectsOn = !brakeEffectsOn;
        }
public void TurnOnFrontLights()
    {
        if (frontLightsOn) {
            frontLightEffects.SetActive (true);
            rotateNeedles += Time.deltaTime;
        } else {
            frontLightEffects.SetActive (false);
            rotateNeedles -= Time.deltaTime;
        }
    }

    public void TurnOnBackLights()
    {
        if (brakeEffectsOn) {
            brakeEffects.SetActive (true);
        } else {
            brakeEffects.SetActive (false);
        }
    }
```

Dashboard Pointers

In this section of the script the panel pointers are set, it will rotate the speed needle or RPM on the Z axis according to the values received by the script, the variable _NeedleSmoothing sets the speed of the needle rotation.



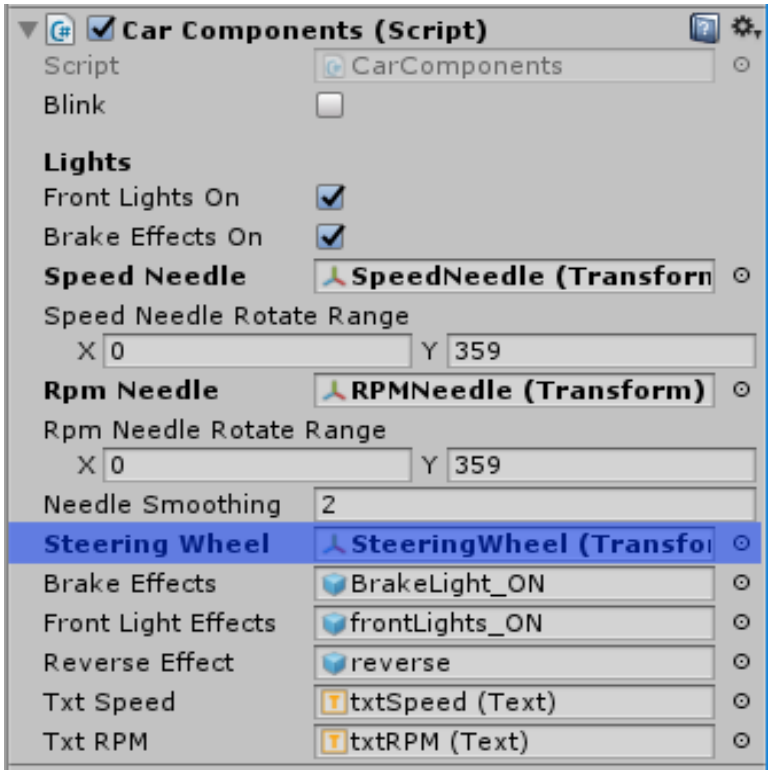

```
if (SpeedNeedle) {

                Vector3 temp = new Vector3 (SpeedEulers.x, SpeedEulers.y, Mathf.Lerp (SpeedNeedleRotateRange.x, SpeedN
eedleRotateRange.y, (rotateNeedles)));
                SpeedNeedle.localEulerAngles = Vector3.Lerp (SpeedNeedle.localEulerAngles, temp, Time.deltaTime * _Nee
dleSmoothing);
        }

        if (RpmNeedle)
        {
            Vector3 temp = new Vector3( RpmdEulers.x,RpmdEulers.y,Mathf.Lerp( RpmNeedleRotateRange.x, RpmNeedleRotateR
ange.y,    (rotateNeedles)));
             RpmNeedle.localEulerAngles = Vector3.Lerp( RpmNeedle.localEulerAngles, temp, Time.deltaTime * _NeedleSmoot
hing);
        }
```


speedometer
0 KM/h
0


speedometer
150 mp/h
4500

Steering Wheel

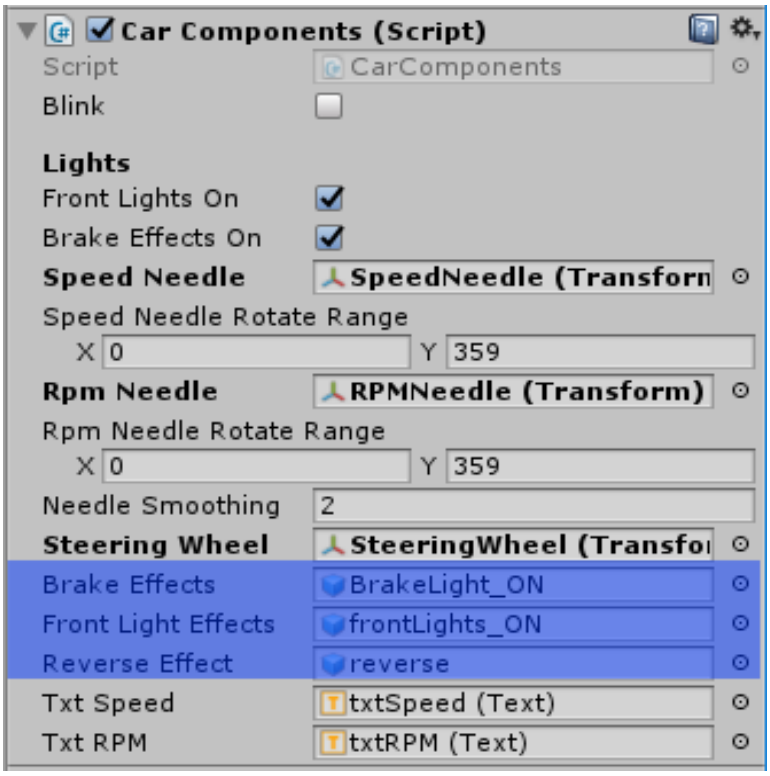
This is the steering wheel prefad, this section will rotate the steering wheel on the Z axis as per your script.




```
if (steeringWheel != null) {
            Vector3 eulers = steeringWheel.localRotation.eulerAngles;
            eulers.z = rotateNeedles * 15.0f;

            steeringWheel.localRotation = Quaternion.Slerp (steeringWheel.localRotation, Quaternion.Euler (eulers), Ti
me.deltaTime * 2.5f);

        }
```

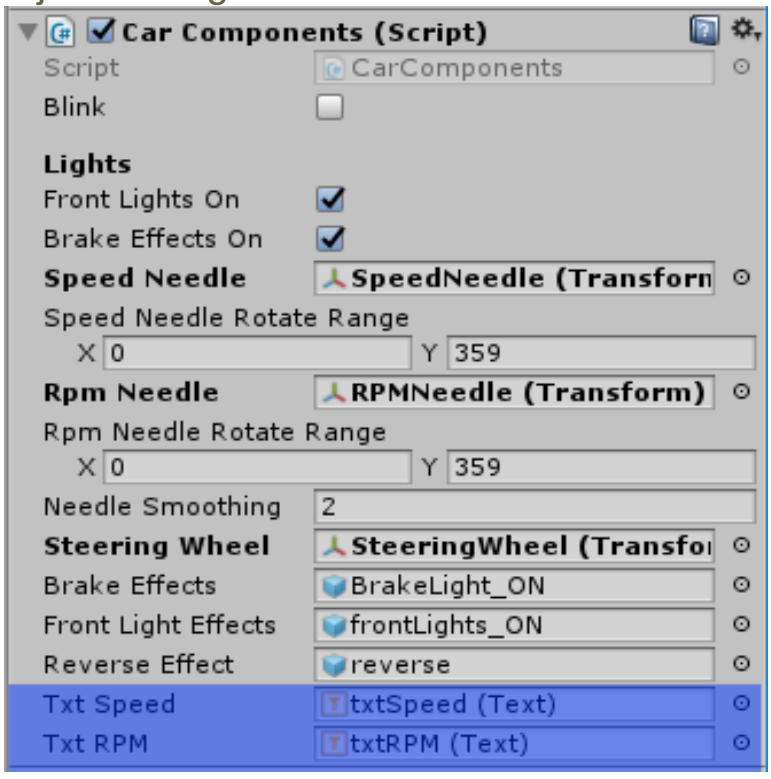
Brake, front and reverse lights.

Here are the prefabs of car light objects.



Digital dashboard.

Here are the txt objects of digital dashboard.




```
txtSpeed.text = ((int)(rotateNeedles * 100.0f)).ToString () + " mph";
txtRPM.text = ((int)(rotateNeedles * 1000.0f)).ToString ();
```

Support.

You can find the example scene on the way:
Unlock_Assets\Shared\Scenes

For further questions and support you can send me an email at: unlockgameassets@gmail.com
Don't forget to rate!

Thanks !