

How To Use The Spline

Here will be a quick overview of how to use the "Spline Prefab" located in the prefabs folder

When you insert the Prefab into the scene you will notice that it a set of arrays connected with 7 points. 0-6.

You can click it and drag the prefab right into your scene.

//These points can be set at positions in the scene and you will notice that the spline will follow along. This makes is so that you can get all kinds of turns. Even going up or down.

Rotation does not work with the points. Also if the points are set to close together you may experience some overlaying of the spline.-When is Smooth is activated.

Under the "Spline" gameobject under the "Inspector" tab will notice Path_Comp(script) and Trail_Mesh(Script). Both these run the spline.

Under "Path_Comp(Script)" you will see the following.

Script

isSmooth

isCircuit

Gizmo Line Size

When "is Smooth" enabled will make the spined round out at the points to have soft corners while when "is Smooth" is disabled, the points will have more of a right angle and hard egdes. Both are great to get whatever look your going for.

When "is Circuit" is enabled, it will find wherever "point 6" is and set up a new set or arrays that connect to wherever "point 0" is.

Used to make a closed loop with the spline.

Gizmo size just makes the set of arrays smaller just incase they block the view of other things in your scene.

Under "Trail_Mesh(Script)" you will see the following.

Script

Remove Duplicate Vertices

Segment_source Mesh

Lighmap Unwrapping- with a "Use First Uv Set"button

"Shape It" Button

"Segment_source Mesh" gets the mesh from the meshes folder located in the models. Whatever mesh you insert here will show on the spline in the scene when the "Shape it" button is pressed.

Try out different meshes to get other results. Some models and meshes won't work.

The "Shape it" button is used to add meshes to the spline.

Take note that every time the points are moved after the mesh is set, the mesh will not move with the spline.

You must press "Shape It" button again to make the mesh follow the spline once more.

If the "Shape It" button takes too long to compute. Make sure "Remove Duplicate Vertices" is disabled.