Fantastic City Generator

Helicopter and Plane

Locate:
"Assets/Fantastic City Generator/Traffic System/Helicopter and Plane"

When generating a city with the **borders** option enabled, a **helicopter and/or airplane** may be automatically added to the scene. This happens because they are already present in the border objects. However, you can delete them if you don't want them in the scene.

To add the Helicopter/Airplane to your scene:
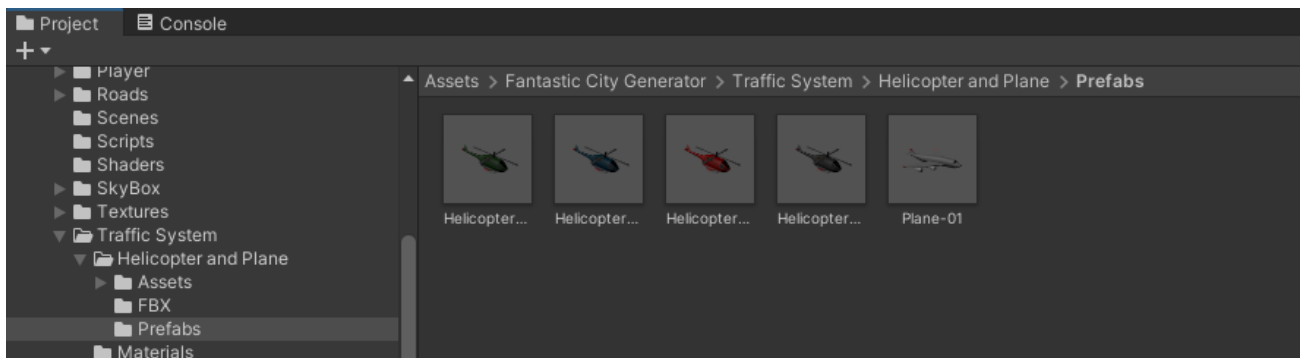
1 **Add the helicopter/airplane prefab to the scene**

- You can find it at:
  "Assets/Fantastic City Generator/Traffic System/Helicopter and Plane/prefabs"

2 **Position the helicopter/airplane at the desired starting point**

- The object will remain at the altitude where it was placed and move forward, simulating flight.

- Set an appropriate flying height and a reasonable distance.

- The object will **respawn at the initial position** after completing its lifetime.

3 **Make sure to place the helicopter/airplane inside the "City-Maker" object**

- This ensures proper alignment with the city system and runtime behavior.

4 **Configure the flight settings**

- Select the **Helicopter** or **Airplane** in the **Hierarchy**.

- In the **Inspector**, under the **"Planefly"** component, adjust:

Speed:

- Defines the flight speed.

LifeTime:

- The object's lifetime in seconds. Once this time expires, the object will respawn at its original position, repeating the cycle.