Thank you for buying the Get In Out Vehicle Library!

Vehicle Controls

Cars/Trucks/Bus
Left click = move character to click point
Right Click = get in closest door (not always driver door, careful, you cant drive in the back seat)
Right Click again = exit the vehicle
Left Right Arrows = steering
Up Arrow = accelerate
Down Arrow = backup, or slow down
"B" key = power brake, changes tires grip, may not restore them(experimental)

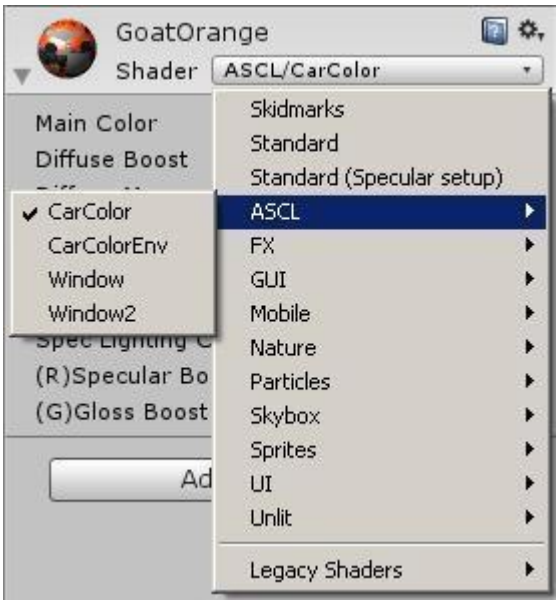
Airplanes
Up Arrow = Accelerate
Down Arrow = Deccelerate, Air Brake
mouse left right = roll
mouse forward back = pitch
left right arrows = rudder

Paraglider
Up Arrow = accelerate and goes up
Down Arrow = decelerate and goes down
left arrow = turn left
right arrow = turn right
DO NOT MOVE THE MOUSE when flying the paramotor (it's still in developement)

Vehicle Colorization

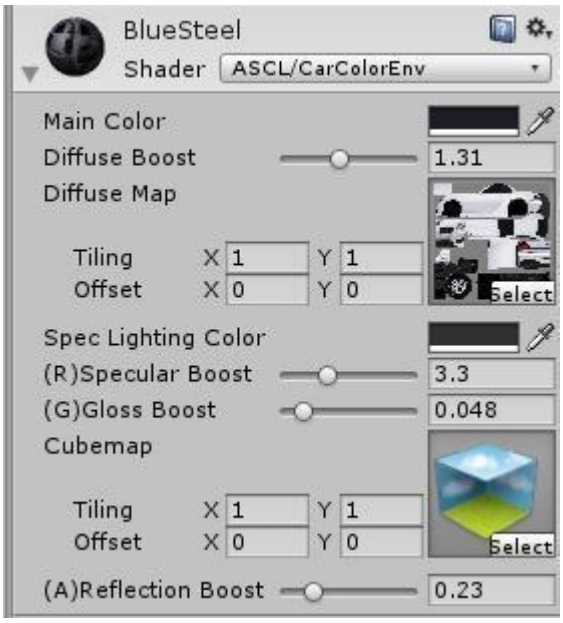
All vehicles are textued using white textures
Some vehicles have striped versions of their textures
The alpha channel of the textures controls what gets colorized

The two shaders used for colorizartion are
ASCL/CarColor
ASCL/CarColorEnv
the env version allows you to use an enviromental map for a more glossy look
the window shaders are obviously for car glass windows



Main Color will be the color of the car
Diffuse Boost should be set to 1 or higher
Diffuse Map is the base texture, a few vehicles have striped versions of this
Spec Lighting Color is the color of the shine, typically white, but you can get good metal effects by using bright colors as well
SHINE is made of two things, spec, and gloss
no spec = no shine
high **spec** = satin finish
high **gloss** = glossy finish
balancing spec and gloss can be tricky, see example materials located in material folders in the Models/Vehicle folders

Cubemap are used for reflecting the environment
Reflection Boost controls the amount of "sky" reflection shows on the car



Vehicle Physics

The 4 major things that affect vehicle physics are
1. **Mesh Collider** shape and size
2. **WheelCollider** /Suspension
3. **WheelCollider** /Slip-Values
4. **WheelCollider** /Stiffness

There are an infinite number of ways to set all the values, it takes time to get the hang of using them (time experimenting) My advice is to take a look at the vehicles in the pack and compare values.

The Ambulance and the Bus are both setup to be bouncy.
The Romaro is setup to peel out/burnout really easily.
The Boomslang is the best all around racing design.

NOTE: this package does not have ANY speed restrictions, it is very easy to accelerate over 150mph and totally lose control