

Lane Material Maker

This tool allows you to make lane materials with customized lane striping for

- Road Edge: the edge of the road next to barrier or footpath
- Lane With: the edge of a lane beside another lane in the same direction
- Lane Against: the edge beside the oncoming lane; the median line

For example, standard lane marking in the US specify a double yellow line at the median to indicate that there is traffic moving in the other direction on the other side of the line. (See US FHWA Manual on Uniform Traffic Control Devices – reference in holding page outside this document.) The default marking supplied with Global Roads and Traffic is an approximation of this standard.

By contrast, in the UK, a single or double yellow line is used at the edge of the road to indicate parking restrictions, and the median is marked by a white line, either solid or broken, according to overtaking restrictions. (See UK Traffic Signs Manual, Chapter 5)

Throughout the world there are many more lane striping standards in use. You can use this tool to create lane marking that is more appropriate for your target country.

Step 1: Create texture for a blank lane

This texture must be 256x512 pixels in size, and will be used for one half of a lane, from the edge to the lane centre line. You can use the supplied texture named Lane_Half_Blank, or modify it if you want the lane to have a different colour or texture. This blank texture will be used on junctions.

Step 2: Create texture for the road edge

As above, size must be 256x512. You should use the blank texture as a starting point, and paint a line of the correct colour and width onto it, but always on the left side, regardless of the side of the road on which traffic drives in your target country.

Step 3: Create texture for the edge between lanes in the same direction

As above, size must be 256x512, based on blank lane, and line should be on **left** side. The line will be drawn only on one side of the lane.

Step 4: Create texture for the edge next to oncoming traffic

As above, size must be 256x512, based on blank lane, and line should be on **left** side. This will be drawn on the median edge of lanes in both direction, so the lane will appear doubled. If you do not want a double line, make the line half of the total thickness, and put it right on the edge of the texture. Solid lines work best, because the dashes and gaps in a dashed line in one direction may not line up with a dashed line in the other direction.

Step 5: Drop textures into properties

Drag and drop the four textures you have created into the property holders on the the LaneMaker Game Object

Step 6: Enter the prefix for the style name

For example, if you are making lane lines for Germany, you might want to use Style_DE_ as the prefix, but the choice is up to you.

Step 7: Play the LaneMaker Scene

This will generate 8 512 x 512 textures into

Assets / VRoad / Materials / Lanes / Textures

Step 8: Drag the generated textures onto the the Lane Materials

In the folder Assets / VRoad / Materials / Lanes you will find 9 materials. Drag the generated textures onto these materials, matching the name of each.