



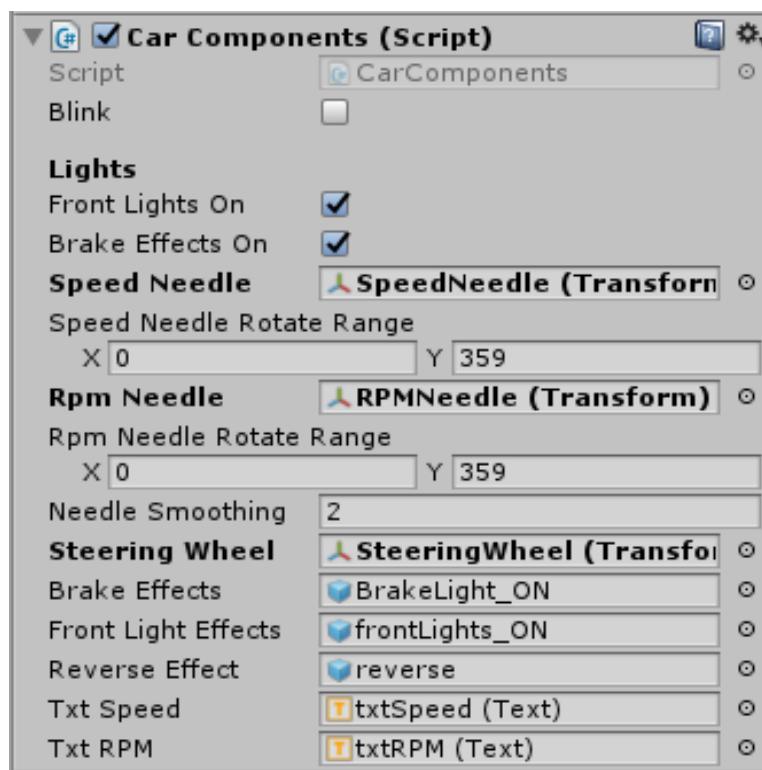
# Overview

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

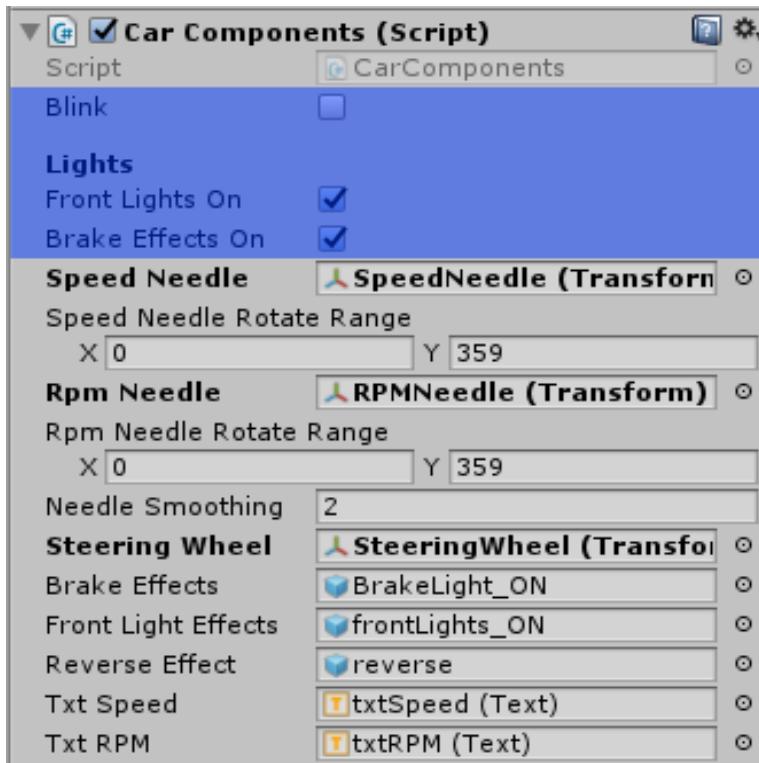
Just import to your Project, compatible with Unity Vehicle or any racing and simulation project.

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.



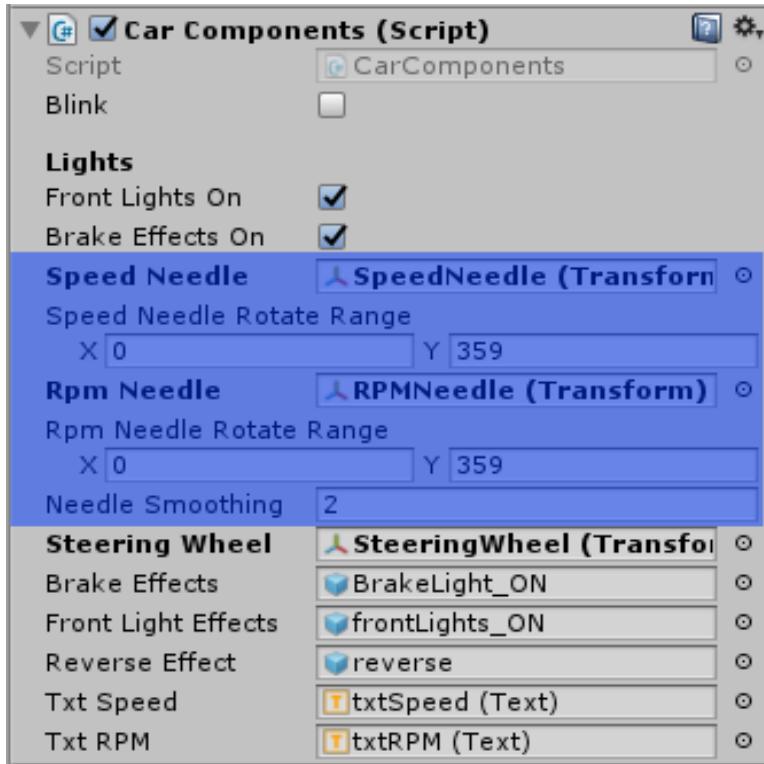
```
private IEnumerator WaitLights(float waitTime) {
    while (true) {
        yield return new WaitForSeconds(waitTime);
        frontLightsOn = !frontLightsOn;
        brakeEffectsOn = !brakeEffectsOn;
    }
}

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.



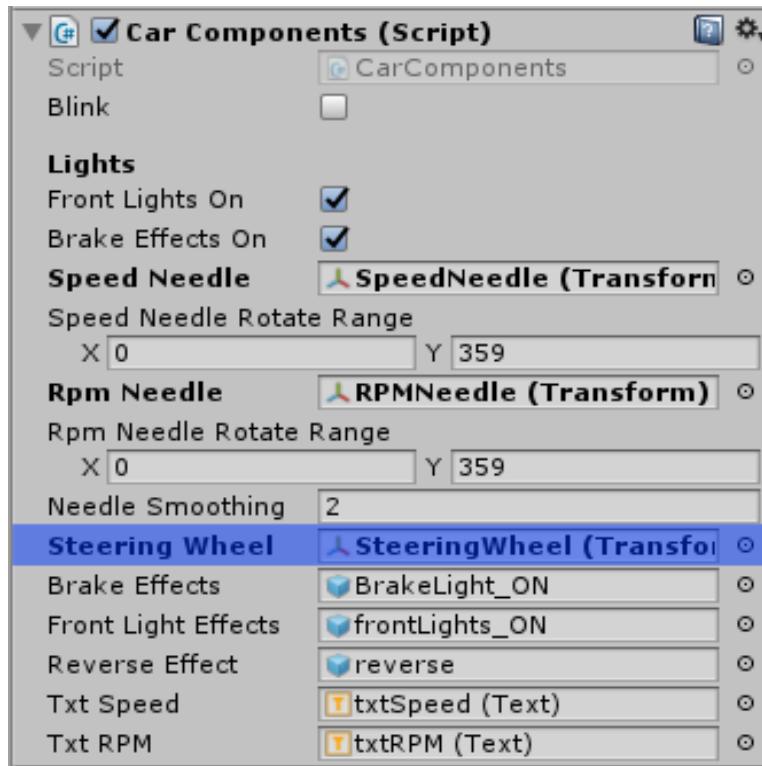
```
if (SpeedNeedle) {
    Vector3 temp = new Vector3 (SpeedEulers.x, SpeedEulers.y, Mathf.Lerp (SpeedNeedleRotateRange.x, SpeedNeedleRotateRange.y, (rotateNeedles)));
    SpeedNeedle.localEulerAngles = Vector3.Lerp (SpeedNeedle.localEulerAngles, temp, Time.deltaTime * _NeedleSmoothing);
}

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



# Steering Wheel

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

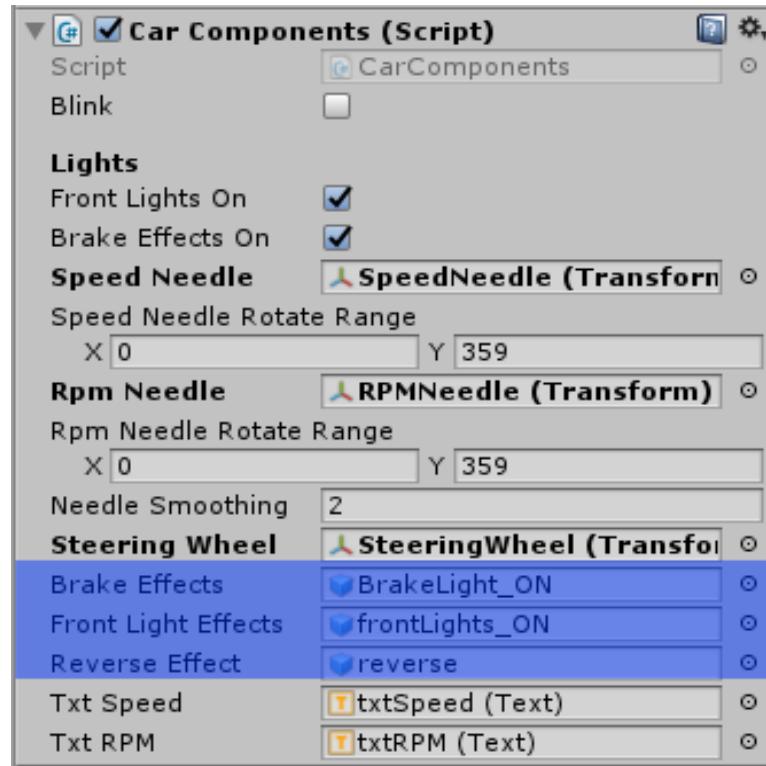


```
if (steeringWheel != null) {
    Vector3 eulers = steeringWheel.localRotation.eulerAngles;
    eulers.z = rotateNeedles * 15.0f;

    steeringWheel.localRotation = Quaternion.Slerp (steeringWheel.localRotation, Quaternion.Euler (eulers), Time.deltaTime * 2.5f);
}
```

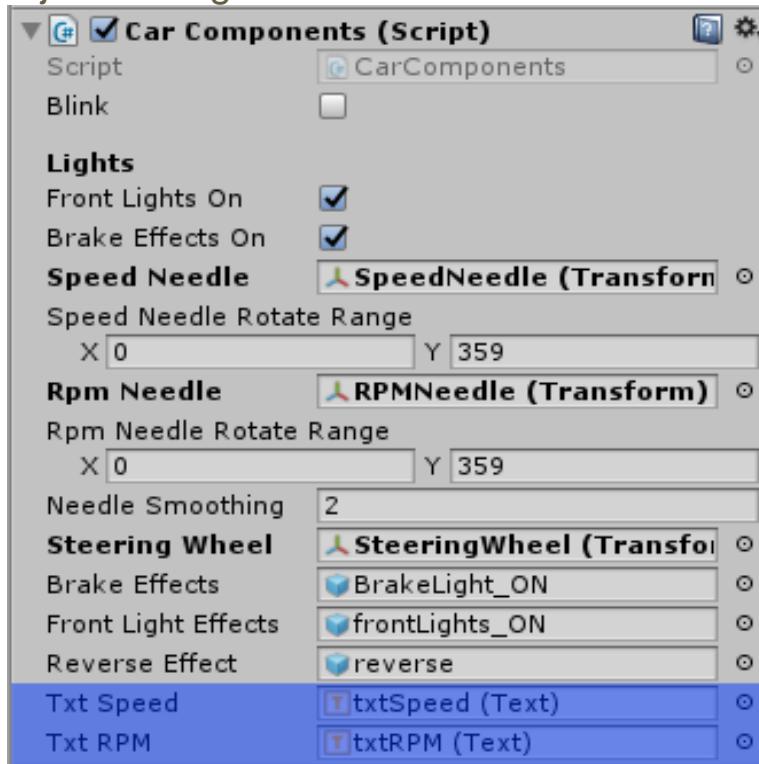
# Brake, front and reverse lights.

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 !