

SMART TUNING SYSTEM

THE BEST SOLUTION FOR CAR TUNING GAME

INTRODUCTION

This asset contains a complete tuning system for racing car game. It is the best solution to add a tuning system to your game. It was designed and developed with the aim to make a “smart” asset, composed by different section of the tuning system. You can use them together or not. For example, if you need only paint tuning just drag and drop the section script in your project!

Also it contains a powerful script pack for NPC cars. The tuning system manages tuning, for AI or NPC cars, randomly every time the scene starts.

GET STARTED

The best way to import the tuning system on your project is to drag and drop the prefab contained in the folder “prefab” called STS in your scene, than set it.

HOW TO SET IT

Set the system is really easy, just follow the steps below. If you prefer video tutorial, you can find a complete video tutorial on my YouTube channel. For every further question feel free to contact me.

Let's start!

- Import “STS” prefab in your scene. You can find it in “prefab” folder as showed in picture.



- Import your car 3D model and parent it with “Car Container” as showed in picture.

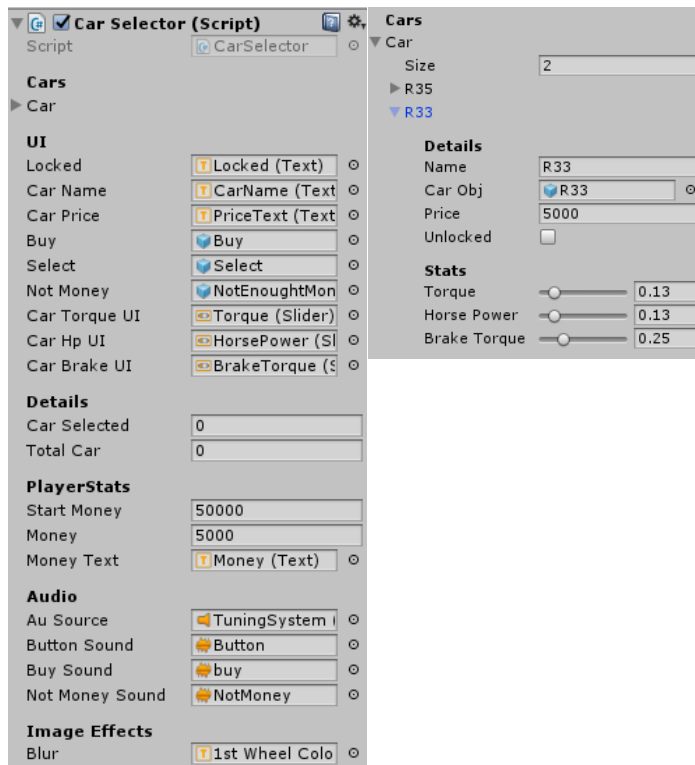


- Set as you want the tuning system. As described before, It is designer with more script, each for a specific tuning. You can use them single or together. If you need only some section of the system just delete other scripts. Base script is “Car Selector.Cs”, It is necessary for every tuning script in the package.



HOW TO SET “CAR SELECTOR”

It is the most important script on the asset because it manages all cars in your game. It is necessary for other tuning script.



Minor sections of the script are “UI”, “Details”, “PlayerStats”, “Audio” and “Image Effect”. If you started from prefab all should be settled well.

“Car” section is important for the system.

Size: It represent the number of car selectable by the player.

Name: It’s the name of the car. It is showed on UI.

Car Obj: It is the car 3D model in the menu scene.

HOW TO SET “CHANGE COLOR”

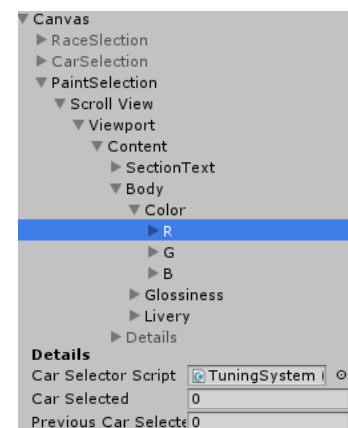
This section is the classic paint tuning. It is simple to set, now I explain you the various value. Every section of the script works in the same way, so I will explain only the first: Body color.

The only value that you need to set is “Size”. It is the number of body materials in your game. Generally it is the same of car number. Each material must be linked with only a car to work in the best way!

As showed right in next picture, RGB values of body color are managed by three different slider in UI, under “Canvas/PaintSelection”.

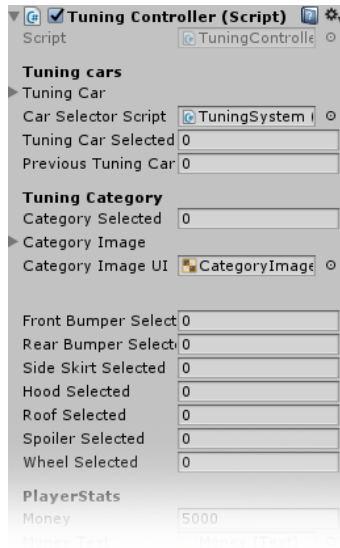
All others section works exactly in the same way.

Important: Paint tuning section, as all others section, need to be linked to main script “CarSelector.Cs” script to work in the best way. As showed in the picture you can do it dragging and dropping the main script in “details” section of Paint Tuning Section.



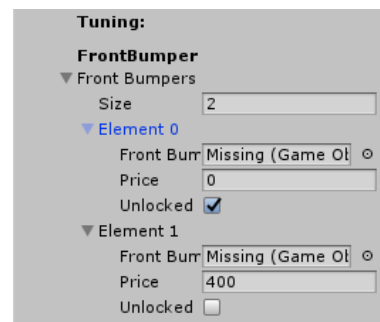
HOW TO SET “TUNING CONTROLLER”

This is the body tuning section of the asset. It is very important to give originality to your game! We see it together.



Important: First of all, tuning controller section, as all others section, need to be linked to main script “CarSelector.Cs” script to work in the best way. As showed in the picture you can do it dragging and dropping the main script in the box.

If you started from prefab all minor details should be settled well. As UI or Sound, don’t worry. We need to talk about car tuning. This is the most complex script in the asset!



“Tuning Car”:

Size: it is the car number, it must be the same of main script.

Car Name: it is the car name, it must be the same of main script.

“Tuning ”: This section manage all body parts of each car. In this tutorial we will see only Front Bumper, all others category works at the same way.

Size: it is the part number. “More parts more fun!”

Front Bumper: it’s the 3D model in the menu scene.

Pretty easy not?



HOW TO SET “PERFORMANCE TUNING”

This is the performance tuning section.

“If you need more Horse Power you need it!”

Important: First of all, performance tuning section, as all others section, need to be linked to main script “CarSelector.Cs” script to work in the best way. As showed in the picture you can do it dragging and dropping the main script under “Debug” section.

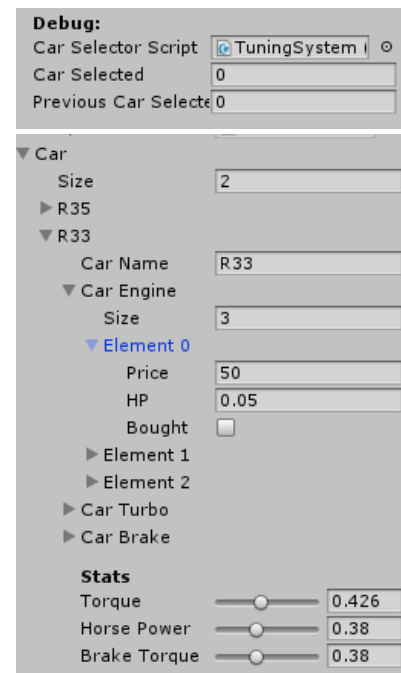
If you started from prefab all minor details should be settled well. As UI or Sound, don’t worry.

In this example I will talk about “Car Engine” section but, as you know, all others section work in the same way.

“Car”:

Size: it is the car number, it must be the same of main script.

Car Name: it is the car name, it must be the same of main script.



“Car Engine”:

Size: it is the performance tuning part number of this category for this car.

HP: this value as “NM” and “BNM” represent the intensity of performance tuning. More intensity, more power!

HOW TO SET “DETAILS TUNING”

This is the details tuning section. In this section you can change details like camber or suspension height.

Important: First of all, details tuning section, as all others section, need to be linked to main script “CarSelector.Cs” script to work in the best way. As showed in the picture you can do it dragging and dropping the main script in the inspector box.

If you started from prefab all minor details should be settled well. As UI or Sound, don’t worry. Talk about the core of the tuning section.

“Car”:

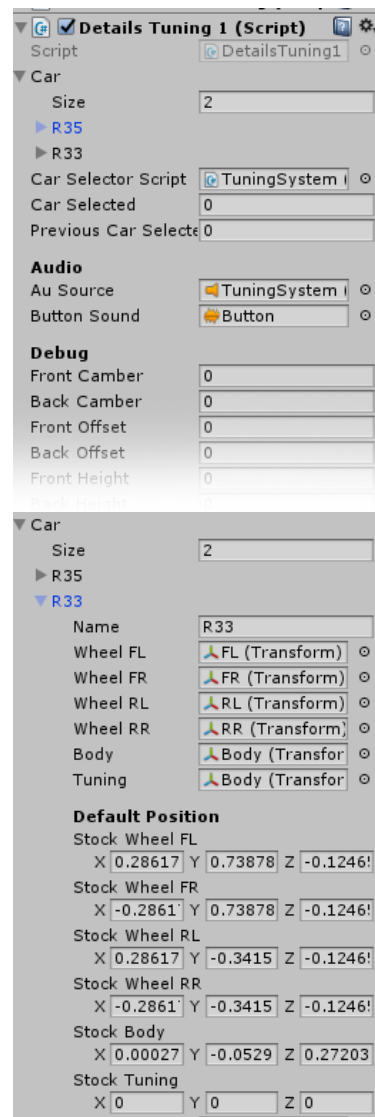
Size: it is the car number, it must be the same of main script.

Car Name: it is the car name, it must be the same of main script.

Wheel, body and tuning: They are the transform of the car. Just drag and drop it from 3D models in the menu scene.

“Default Position”: they are important as reference for the tuning script. These default positions are the stock position of the 3D models in the menu scene.

To set them in the fastest way, use two inspector window and lock one of them. Than just copy and paste the values.



CONCLUSION

That’s all. For further information, I invite you, to watch video tutorials on my YouTube channel or fell free to contact me, I will be happy to help you.

CREDITS

All assets (3D models, texture and scripts) was made by me. I am really proud of my Tuning System. Most of all I would like that you enjoy and exploit my asset in all it is potential.

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