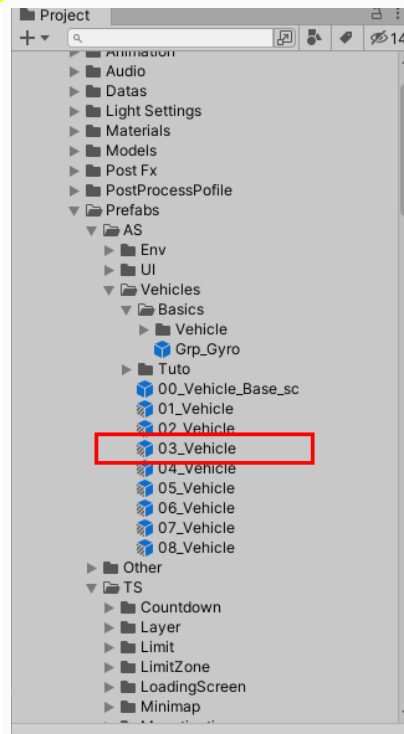


# Airplane race Creator

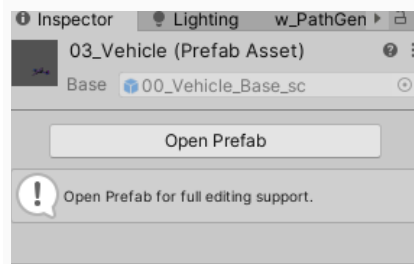
Link

## How to: Change Airplane Collision points

In the Project Tab select the vehicle you want to modify.



In the Inspector press **Open Prefab**.



Vehicle Collisions are detected by objects:

Front

Left

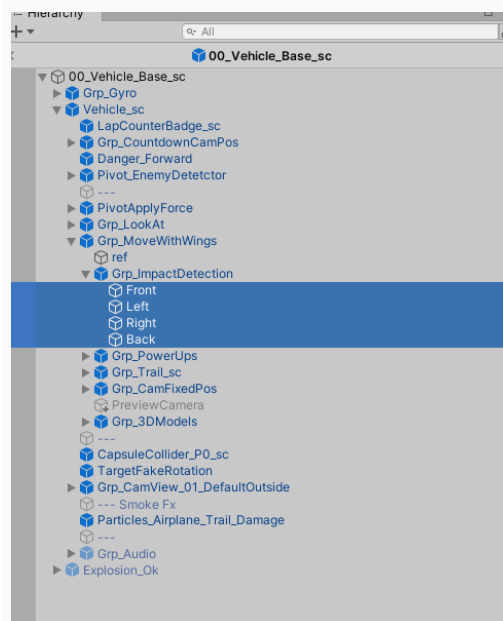
Right

Back

(Vehicle\_sc → Grp\_MoveWithWings → Grp\_ImpactDetection)

Move those 4 objects to fit the collision detection positions.

Left and right determine the length of the wings.



Save the prefab modification.