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

 $(Vehicle_sc \rightarrow Grp_MoveWithWings \rightarrow Grp_ImpactDetection)$

Move those 4 objects to fit the collision detection positions.

Left and right determine the length of the wings.

■ Project ▶ ■ Audio ▶ **■** Datas ▶ **Light Settings** ▶ ■ Materials▶ ■ Models ▶ **I** Post Fx ▶ ■ PostProcessPofile ▼ Prefabs AS Env ▼ Basics ▶ **■** Vehicle Grp_Gyro

■ Tuto
00_Vehicle_Base_sc 01_Vehicle 03_Vehicle 04_vehicle 06_Vehicle 07_Vehicle 08_Vehicle ▶ ■ Other ▼ F TS ► Countdown ▶ 🖿 Layer ▶ III Limit ▶ LimitZone ▶ LoadingScreen ▶ ■ Minimap 03_Vehicle (Prefab Asset) Base 00_Vehicle_Base_sc Open Prefab Open Prefab for full editing support. 00 Vehicle Base so ▼ 😭 00_Vehicle_Base_sc ➤ PivotApplyForce
➤ Grp_LookAt
▼ Grp_MoveWithWings © Gp_MoveWithWings

© ref

© forp_ImpactDetection

© Front

© Left

© Right

© Back

© Gp_PowerUps

© Gp_CamFixedPos

© ProviewCamera ▶ 🎧 Grp_3DModels ↑ CapsuleCollider_P0_sc
↑ TargetFakeRotation
↑ Grp_CamView_01_DefaultOutside Particles_Airplane_Trail_Damage

Save the prefab modification.