Airplane race Creator

Link

How to: Access airplane Current speed

The variable currentSpeed (spot 1) allows you to access the airplane current speed.

This variable is available in the AirplaneController.cs script.
(Project tab: Assets → Scripts → ARC → Airplane → AirplaneController)
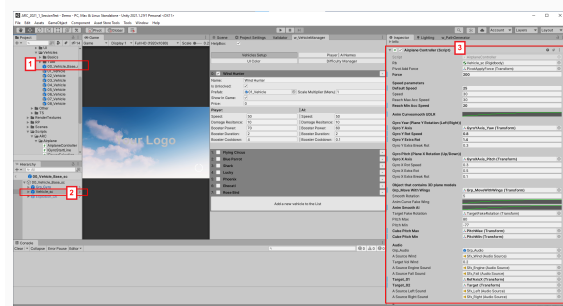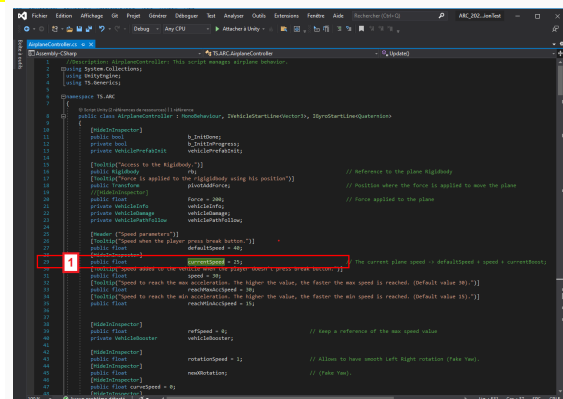

Each airplane has this script attached to it.

To access the script:
-In the Project tab select 00_Vehicle_Base_sc
(Project tab: Assets → Prefabs → AS → Vehicles → 00_Vehicle_Base_sc)

-In the inspector press Open Prefab button.

-In the Hierarchy select Vehicle_sc

In the Inspector you have now access to AirplaneController.cs script.

Scripting

You can access from any script currentSpeed variable using this code:

```
// Player 1
if(VehiclesRef.instance.listVehicles.Count > 0)
Debug.Log(VehiclesRef.instance.listVehicles[0].Get
Component<TS.ARC.AirplaneController>().currentSpee
d);

// Player 2
if (VehiclesRef.instance.listVehicles.Count > 1)
Debug.Log(VehiclesRef.instance.listVehicles[1].Get
Component<TS.ARC.AirplaneController>().currentSpee
d);
```