Agents Of Steer

1.5

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Contents

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Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 2

Data Structure Index

2.1 Data Structures

Here are the data structures with brief descriptions:

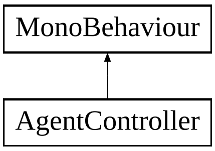
Chapter 3

Data Structure Documentation

3.1 AgentController Class Reference

Calculates the best path for the agent to move on but dosen't apply any type of movement

Inheritance diagram for AgentController:



Data Structures

- class LimitAndInfluence

  This class holds the variables that either limit or influence the vehicle behaviour for every Behaviour
- class ReversingVariables

  This class holds Reversing variables
- class StrengthClass

  This class holds strength variables for every Behaviour
- class WeightsClass

  This describes which behaviour will have more or less priority than other

Public Member Functions

- void SetPolicing (bool status)

  Are we on a police job?
- bool GetPolicing ()

  return true is we are policing
- bool IsAPolice ()

  is This Agent a police
- Vector3 GetVelocity ()

  Returns velocity based on transforms position

- Vector3 SteerVector ()

  Returns current steer vector
- void SetNewTarget (Transform newTar)

  Set the new target for the agent passed as newTar
- bool isReversing ()

  Are we reversing?
- bool SomethingDetected ()

  Is there something that is blocking the path? includes all the behaviours

Data Fields

- Transform target

  Current Target
- WeightsClass weights

  Object of weights class
- StrengthClass strengths

  An object of strength class
- LimitAndInfluence limitersAndInfluencers

  An object of LimitAndInfluence class
- ReversingVariables reverseControl

  An object of ReversingVariables class
- Transform [ ] sensors

  Avoidence and Pursuit Sensor made up of empty Transforms that can be scaled on forward axis to adjust the senstivity
- LayerMask whatIsaWall

  Define wall which the agent will use containment logic on
- LayerMask useSensorsOn

  Uncheck The Floor
- bool showDebugRays = true

  Show debug rays

3.1.1 Detailed Description

3.1.2 Member Function Documentation

3.1.2.1 GetPolicing()

```
bool AgentController.GetPolicing ( )  [inline]
```

Returns

3.1.2.2 GetVelocity()

```
Vector3 AgentController.GetVelocity ( )  [inline]
```

Returns

3.1.2.3 IsAPolice()

```
bool AgentController.IsAPolice ( )  [inline]
```

Returns

3.1.2.4 isReversing()

```
bool AgentController.isReversing ( )  [inline]
```

Returns

3.1.2.5 SetNewTarget()

```
void AgentController.SetNewTarget (
             Transform newTar )  [inline]
```

Parameters

newTar	

3.1.2.6 SetPolicing()

```
void AgentController.SetPolicing (
             bool status )  [inline]
```

Parameters

status	

3.1.2.7 SomethingDetected()

```
bool AgentController.SomethingDetected ( )  [inline]
```

Returns

3.1.2.8 SteerVector()

```
Vector3 AgentController.SteerVector ( )  [inline]
```

Returns

3.1.3 Field Documentation

3.1.3.1 limitersAndInfluencers

```
LimitAndInfluence AgentController.limitersAndInfluencers
```

3.1.3.2 reverseControl

```
ReversingVariables AgentController.reverseControl
```

3.1.3.3 sensors

```
Transform [] AgentController.sensors
```

3.1.3.4 showDebugRays

```
bool AgentController.showDebugRays = true
```

3.1.3.5 strengths

```
StrengthClass AgentController.strengths
```

3.1.3.6 target

```
Transform AgentController.target
```

3.1.3.7 useSensorsOn

```
LayerMask AgentController.useSensorsOn
```

3.1.3.8 weights

```
WeightsClass AgentController.weights
```

3.1.3.9 whatIsaWall

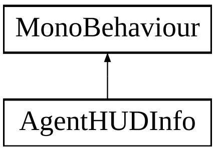
```
LayerMask AgentController.whatIsaWall
```

The documentation for this class was generated from the following file:

- AgentController.cs

3.2 AgentHUDInfo Class Reference

Inheritance diagram for AgentHUDInfo:



Data Structures

- struct speedDisplay

  Hold speedOmeter Information

Public Member Functions

- void DisableHUD ()

  Disable the hud
- void EnableHUD ()

  Enable the hud
- void **GetDriver** ()

Data Fields

- int agentID = 0

  Id of the agent whose HUD it is
- Text lapDisplay

  Display the lap
- Text positionDisplay

  Display the position
- speedDisplay speedOMeter

  Object of speed display

3.2.1 Member Function Documentation

3.2.1.1 DisableHUD()

```
void AgentHUDInfo.DisableHUD ( )  [inline]
```

3.2.1.2 EnableHUD()

```
void AgentHUDInfo.EnableHUD ( )  [inline]
```

3.2.2 Field Documentation

3.2.2.1 agentID

```
int AgentHUDInfo.agentID = 0
```

3.2.2.2 lapDisplay

```
Text AgentHUDInfo.lapDisplay
```

3.2.2.3 positionDisplay

```
Text AgentHUDInfo.positionDisplay
```

3.2.2.4 speedOMeter

```
speedDisplay AgentHUDInfo.speedOMeter
```

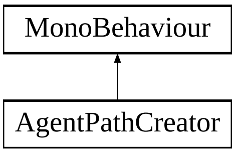
The documentation for this class was generated from the following file:

- AgentHUDInfo.cs

3.3 AgentPathCreator Class Reference

Creates path for the agents and controls their progress

Inheritance diagram for AgentPathCreator:



Public Member Functions

- void StartTheRace (int laps)

  Sets everything and starts the race
- Vector3 [ ] GetPath ()

  Returns a vector 3 array with path points
- void AddNewAgent (AgentController newAgent)

  Add new agent for the race
- void PlayerSpawned (int at)

  Did we spawn a human Controlled agent

Data Fields

- bool LaunchAtStart = true

  Starts all the agents at the start of the scene
- float radius = 5.0f

  Radius of the path
- bool circuit = false

  is this path a circuit
- bool oneWay = false

  make all the agents go one way
- int oneWaySkipPoint = 3

  a constant value to fix oneWayLogic
- int resetFixThreshold = 5

  Reset fix - play with this value if you vehicle loses control at the end of the path
- float pathPridictionMultiplier = 0.5f

  velocity based pridiction for every agent to make tem stay on te path
- AgentController [ ] agents

  Agents that you want to be controlled by this path
- AgentController [ ] policeAgents

  These are the police agents who will be patroling
- float pathResolution = 0.1f

  Resolution for catmull-rom based smoothness of the path,make sure it adds up to 1

3.3.1 Detailed Description

3.3.2 Member Function Documentation

3.3.2.1 AddNewAgent()

```
void AgentPathCreator.AddNewAgent (
            AgentController newAgent )  [inline]
```

Parameters

newAgent	

3.3.2.2 GetPath()

```
Vector3 [] AgentPathCreator.GetPath ( )  [inline]
```

Returns

3.3.2.3 PlayerSpawned()

```
void AgentPathCreator.PlayerSpawned (
             int at )  [inline]
```

Parameters

at	

3.3.2.4 StartTheRace()

```
void AgentPathCreator.StartTheRace (
             int laps )  [inline]
```

3.3.3 Field Documentation

3.3.3.1 agents

```
AgentController [] AgentPathCreator.agents
```

3.3.3.2 circuit

```
bool AgentPathCreator.circuit = false
```

3.3.3.3 LaunchAtStart

```
bool AgentPathCreator.LaunchAtStart = true
```

3.3.3.4 oneWay

```
bool AgentPathCreator.oneWay = false
```

3.3.3.5 oneWaySkipPoint

```
int AgentPathCreator.oneWaySkipPoint = 3
```

3.3.3.6 pathPridictionMultiplier

```
float AgentPathCreator.pathPridictionMultiplier = 0.5f
```

3.3.3.7 pathResolution

```
float AgentPathCreator.pathResolution = 0.1f
```

3.3.3.8 policeAgents

```
AgentController [] AgentPathCreator.policeAgents
```

3.3.3.9 radius

```
float AgentPathCreator.radius = 5.0f
```

3.3.3.10 resetFixThreshold

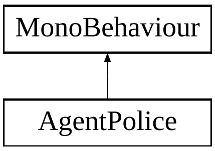
```
int AgentPathCreator.resetFixThreshold = 5
```

The documentation for this class was generated from the following file:

- AgentPathCreator.cs

3.4 AgentPolice Class Reference

Inheritance diagram for AgentPolice:



Public Member Functions

- bool AreWePolicing ()

  are we policing

Data Fields

- bool startPatroling

  How close should the speeder be for policing
- float getTriggeredDistace = 30.0f

  How close should the speeder be for policing
- float evadedDistance = 100.0f

  How far the speeder should be to be considered evaded
- LayerMask hindrences

  Hindrence Layer
- float patrolSpeed = 70.0f

  Speed when Patroling
- AudioSource audioPlayer

  SFX for sirens

3.4.1 Member Function Documentation

3.4.1.1 AreWePolicing()

```
bool AgentPolice.AreWePolicing ( )  [inline]
```

3.4.2 Field Documentation

3.4.2.1 audioPlayer

```
AudioSource AgentPolice.audioPlayer
```

3.4.2.2 evadedDistance

```
float AgentPolice.evadedDistance = 100.0f
```

3.4.2.3 getTriggeredDistace

```
float AgentPolice.getTriggeredDistace = 30.0f
```

3.4.2.4 hindrences

```
LayerMask AgentPolice.hindrences
```

3.4.2.5 patrolSpeed

```
float AgentPolice.patrolSpeed = 70.0f
```

3.4.2.6 startPatroling

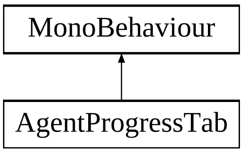
```
bool AgentPolice.startPatroling
```

The documentation for this class was generated from the following file:

- AgentPolice.cs

3.5 AgentProgressTab Class Reference

Inheritance diagram for AgentProgressTab:



Public Member Functions

- void GiveName (string newName)

  Give this agent a name UI
- void UpdateProgress (int posInHierarchy, bool isFinished)

  Update the progress

Data Fields

- Text myPos

  Whats this agents position in race UI
- Text myName

  Name of the agent UI

3.5.1 Member Function Documentation

3.5.1.1 GiveName()

```
void AgentProgressTab.GiveName (
             string newName )  [inline]
```

Parameters

newName	

3.5.1.2 UpdateProgress()

```
void AgentProgressTab.UpdateProgress (
             int posInHierarchy,
             bool isFinished )  [inline]
```

Parameters

posInHierarchy	whats the pos
isFinished	has this agent finished

3.5.2 Field Documentation

3.5.2.1 myName

```
Text AgentProgressTab.myName
```

3.5.2.2 myPos

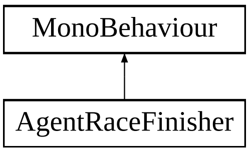
```
Text AgentProgressTab.myPos
```

The documentation for this class was generated from the following file:

- AgentProgressTab.cs

3.6 AgentRaceFinisher Class Reference

Inheritance diagram for AgentRaceFinisher:



Public Member Functions

- void OnTriggerEnter (Collider other)

  trigger to finish the race

Data Fields

- AgentRaceManager myRaceManager

  The race manager to finish the race

3.6.1 Member Function Documentation

3.6.1.1 OnTriggerEnter()

```
void AgentRaceFinisher.OnTriggerEnter (
            Collider other )  [inline]
```

Parameters

other	

3.6.2 Field Documentation

3.6.2.1 myRaceManager

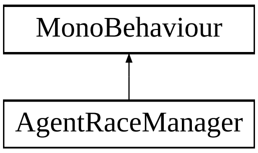
`AgentRaceManager AgentRaceFinisher.myRaceManager`

The documentation for this class was generated from the following file:

- AgentRaceFinisher.cs

3.7 AgentRaceManager Class Reference

Inheritance diagram for AgentRaceManager:



Data Structures

- class AgentsInRaceInfos

  Agent in race info

Public Types

- enum TriggerPlacementOption { **Ahead**, **Behind** }

  where is finish trigger is placed

Public Member Functions

- void InitiateRaceManager (AgentController[ ] racingAgents, Vector3[ ] path, bool humanRacing, int humanAt, int noOfLaps, bool isACircuit)

  Initiates the race manager
- void UpdateAgentsCurrentLapPosition (int agentIndex, int pathPoint, Vector3 currentPos)

  Update the progress the an agent in the race
- void SortTheRacingAgents ()

  Reorder the racing agents based on their progress
- void AgentFinishedTheLap (AgentController thisAgent)

  This agent finished the lap
- float GetTheLapNumber (int id)

  Get the lap no.
- int GetPositionInRaceHierarchy (int id)

  At what position
- AICarDriver GetTheDriver (int id)

  Give me the driver
- int HowManyLaps ()

  How many laps in this race
- int HowManyRacing ()

  How many agents are racing
- bool IsRaceInitiated ()

  is race manager initiated

Data Fields

- TriggerPlacementOption whereIsTriggerIsPlaced

  Object
- Collider finishTrigger

  Finishing trigger
- float reverseFinishLineCheetingThreshold = 0.2f

  Reverse cheeting threshold fixes the winning of race by just revesing back to finish line
- Transform currentMainCamera

  Whats the main camera // will be assigned to billboard heads
- Transform progressContent

  Content of leaderboard scroll
- GameObject progressTab

  Prefab of progress tab for leaderboard
- GameObject progressTabForHuman

  Prefab of progress tab for leaderboard and this one is for human
- GameObject wholeProgressBoard

  Enable disable this progress board
- bool **autoHideProgressBoard** = true
- GameObject endPanel

  End panel to show when you finish the race
- GameObject headPosInfo

  Prefab for head info display
- String [ ] agentNames

  Names to be randomly assigned
- GameObject mobileControlsHolder

  Add the object that hold the UI based controls

3.7.1 Member Enumeration Documentation

3.7.1.1 TriggerPlacementOption

```
enum AgentRaceManager.TriggerPlacementOption  [strong]
```

3.7.2 Member Function Documentation

3.7.2.1 AgentFinishedTheLap()

```
void AgentRaceManager.AgentFinishedTheLap (
            AgentController thisAgent )  [inline]
```

Parameters

thisAgent	pass the agent

3.7.2.2 GetPositionInRaceHierarchy()

```
int AgentRaceManager.GetPositionInRaceHierarchy (
             int id )  [inline]
```

Parameters

id	this agent is at?

Returns

3.7.2.3 GetTheDriver()

```
AICarDriver AgentRaceManager.GetTheDriver (
             int id )  [inline]
```

Parameters

id	of this agent

Returns

3.7.2.4 GetTheLapNumber()

```
float AgentRaceManager.GetTheLapNumber (
             int id )  [inline]
```

Parameters

id	of this agent

Returns

3.7.2.5 HowManyLaps()

```
int AgentRaceManager.HowManyLaps ( )  [inline]
```

Returns

3.7.2.6 HowManyRacing()

```
int AgentRaceManager.HowManyRacing ( )  [inline]
```

Returns

3.7.2.7 InitiateRaceManager()

```
void AgentRaceManager.InitiateRaceManager (
             AgentController [] racingAgents,
             Vector3 [] path,
             bool humanRacing,
             int humanAt,
             int noOfLaps,
             bool isACircuit )  [inline]
```

Parameters

racingAgents	who are all the agents that are racing
path	path array
humanRacing	is a human racing
humanAt	index of human agent
noOfLaps	how many laps , if any?
isACircuit	is this a circuit

3.7.2.8 IsRaceInitiated()

```
bool AgentRaceManager.IsRaceInitiated ( )  [inline]
```

Returns

3.7.2.9 SortTheRacingAgents()

```
void AgentRaceManager.SortTheRacingAgents ( )  [inline]
```

3.7.2.10 UpdateAgentsCurrentLapPosition()

```
void AgentRaceManager.UpdateAgentsCurrentLapPosition (
             int agentIndex,
             int pathPoint,
             Vector3 currentPos )  [inline]
```

Parameters

agentIndex	at what index this agent is at?
pathPoint	nearest path point
currentPos	agent's position

3.7.3 Field Documentation

3.7.3.1 agentNames

```
String [] AgentRaceManager.agentNames
```

3.7.3.2 currentMainCamera

```
Transform AgentRaceManager.currentMainCamera
```

3.7.3.3 endPanel

```
GameObject AgentRaceManager.endPanel
```

3.7.3.4 finishTrigger

```
Collider AgentRaceManager.finishTrigger
```

3.7.3.5 headPosInfo

```
GameObject AgentRaceManager.headPosInfo
```

3.7.3.6 mobileControlsHolder

```
GameObject AgentRaceManager.mobileControlsHolder
```

3.7.3.7 progressContent

```
Transform AgentRaceManager.progressContent
```

3.7.3.8 progressTab

```
GameObject AgentRaceManager.progressTab
```

3.7.3.9 progressTabForHuman

```
GameObject AgentRaceManager.progressTabForHuman
```

3.7.3.10 reverseFinishLineCheetingThreshold

```
float AgentRaceManager.reverseFinishLineCheetingThreshold = 0.2f
```

3.7.3.11 whereIsTriggerIsPlaced

```
TriggerPlacementOption AgentRaceManager.whereIsTriggerIsPlaced
```

3.7.3.12 wholeProgressBoard

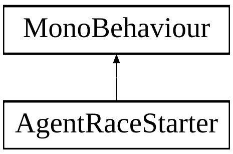
```
GameObject AgentRaceManager.wholeProgressBoard
```

The documentation for this class was generated from the following file:

- AgentRaceManager.cs

3.8 AgentRaceStarter Class Reference

Inheritance diagram for AgentRaceStarter:



Public Member Functions

- void InitiateTheRaceStarter (int reqAIType, int noOfAIs, int reqPlayerType, int noOfLaps, bool hasPolice, bool isMobile)

  Initiate the race , spawn players and starts the countdown

Data Fields

- bool initiateAtStart = false

  Initiate the race with default values
- Image [ ] startCountElements

  Start 321 count elements
- AudioSource audioPlayer

  Audio player
- AudioClip countSound

  Count SFX
- float delay = 1.0f

  Delay in count
- GameObject [ ] carTypes

  Types of cars
- GameObject [ ] spawnPoints

  Spawn points for the cars
- GameObject playerSpawnPoint

Spawn point for player

- CameraScript cameraToBeAssigned

  Assign this camera to player

- float spawnAbove = 5.0f

  Spawn height above spawn point

- GameObject policeHolder

  holds police cars

- SendUIInput uIInput

  UI input Objecy

3.8.1 Member Function Documentation

3.8.1.1 InitiateTheRaceStarter()

```
void AgentRaceStarter.InitiateTheRaceStarter (
             int reqAIType,
             int noOfAIs,
             int reqPlayerType,
             int noOfLaps,
             bool hasPolice,
             bool isMobile )  [inline]
```

Parameters

reqAIType	type of AI
noOfAIs	No. of AI's
reqPlayerType	player car type
noOfLaps	no. of laps

3.8.2 Field Documentation

3.8.2.1 audioPlayer

```
AudioSource AgentRaceStarter.audioPlayer
```

3.8.2.2 cameraToBeAssigned

```
CameraScript AgentRaceStarter.cameraToBeAssigned
```

3.8.2.3 carTypes

```
GameObject [] AgentRaceStarter.carTypes
```

3.8.2.4 countSound

```
AudioClip AgentRaceStarter.countSound
```

3.8.2.5 delay

```
float AgentRaceStarter.delay = 1.0f
```

3.8.2.6 initiateAtStart

```
bool AgentRaceStarter.initiateAtStart = false
```

3.8.2.7 playerSpawnPoint

```
GameObject AgentRaceStarter.playerSpawnPoint
```

3.8.2.8 policeHolder

```
GameObject AgentRaceStarter.policeHolder
```

3.8.2.9 spawnAbove

```
float AgentRaceStarter.spawnAbove = 5.0f
```

3.8.2.10 spawnPoints

```
GameObject [] AgentRaceStarter.spawnPoints
```

3.8.2.11 startCountElements

```
Image [ ] AgentRaceStarter.startCountElements
```

3.8.2.12 uIInput

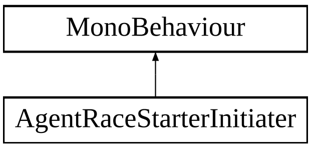
```
SendUIInput AgentRaceStarter.uIInput
```

The documentation for this class was generated from the following file:

- AgentRaceStarter.cs

3.9 AgentRaceStarterInitiater Class Reference

Inheritance diagram for AgentRaceStarterInitiater:



Public Member Functions

- void AssignVars (int AIType, int PlayerType, int Lap, int AICount, bool includePolice, bool areWeOnAMobile)
  Assing the variables for new race config

3.9.1 Member Function Documentation

3.9.1.1 AssignVars()

```
void AgentRaceStarterInitiater.AssignVars (
             int AIType,
             int PlayerType,
             int Lap,
             int AICount,
             bool includePolice,
             bool areWeOnAMobile )  [inline]
```

Parameters

AIType	AI type
PlayerType	Player type
Lap	laps
AICount	AI count
includePolice	map will contain police agents

The documentation for this class was generated from the following file:

- AgentRaceStarterInitiater.cs

3.10 AgentRaceManager.AgentsInRaceInfos Class Reference

Agent in race info

Public Member Functions

- void FinishTheLap (int maxLaps, ref float stillRacing, bool itsACircuit)

  Finish the lap and the race
- void NewLapProgress (float newProgress, float threshold)

  Current lap progress
- void AssignAgentController (AgentController thisAgent)

  The agent this block belongs to

Data Fields

- string agentsName = ""

  Agent's name
- int agentID = 0

  Agent's ID
- float agentsCurrentLapProgress = 0.0f

  Current laps progress
- float agentsLapNumber = 1f

  Current Lap no.
- float longestLegalTravel = 0.0f

  Max lap progress covered legally
- bool finished = false

  Has this agent finished the race?
- bool disqualified = false

  Has this agent been disqualified
- bool canFinishTheLap = false

  Can this agent finish the current lap?
- AgentController myAgentController

  Agent controller of this agent
- AgentProgressTab myProgressTab

  progress tab for leaderbodard
- Text headPosInfo

  head pos info to be displayed at the head if the agent
- bool skipedFirstLap = false

  have we skipped the first lap // depends on where the finish trigger is placed

3.10.1 Detailed Description

3.10.2 Member Function Documentation

3.10.2.1 AssignAgentController()

```
void AgentRaceManager.AgentsInRaceInfos.AssignAgentController (
             AgentController thisAgent )  [inline]
```

Parameters

thisAgent	AI

3.10.2.2 FinishTheLap()

```
void AgentRaceManager.AgentsInRaceInfos.FinishTheLap (
             int maxLaps,
             ref float stillRacing,
             bool itsACircuit )  [inline]
```

Parameters

maxLaps	no of laps
stillRacing	how many are still racing
itsACircuit	is this map a circuit

3.10.2.3 NewLapProgress()

```
void AgentRaceManager.AgentsInRaceInfos.NewLapProgress (
             float newProgress,
             float threshold )  [inline]
```

Parameters

newProgress	new calculated progress
threshold	reverse cheeting threshold

3.10.3 Field Documentation

3.10.3.1 agentID

```
int AgentRaceManager.AgentsInRaceInfos.agentID = 0
```

3.10.3.2 agentsCurrentLapProgress

```
float AgentRaceManager.AgentsInRaceInfos.agentsCurrentLapProgress = 0.0f
```

3.10.3.3 agentsLapNumber

```
float AgentRaceManager.AgentsInRaceInfos.agentsLapNumber = 1f
```

3.10.3.4 agentsName

```
string AgentRaceManager.AgentsInRaceInfos.agentsName = ""
```

3.10.3.5 canFinishTheLap

```
bool AgentRaceManager.AgentsInRaceInfos.canFinishTheLap = false
```

3.10.3.6 disqualified

```
bool AgentRaceManager.AgentsInRaceInfos.disqualified = false
```

3.10.3.7 finished

```
bool AgentRaceManager.AgentsInRaceInfos.finished = false
```

3.10.3.8 headPosInfo

```
Text AgentRaceManager.AgentsInRaceInfos.headPosInfo
```

3.10.3.9 longestLegalTravel

```
float AgentRaceManager.AgentsInRaceInfos.longestLegalTravel = 0.0f
```

3.10.3.10 myAgentController

```
AgentController AgentRaceManager.AgentsInRaceInfos.myAgentController
```

3.10.3.11 myProgressTab

```
AgentProgressTab AgentRaceManager.AgentsInRaceInfos.myProgressTab
```

3.10.3.12 skipedFirstLap

```
bool AgentRaceManager.AgentsInRaceInfos.skipedFirstLap = false
```

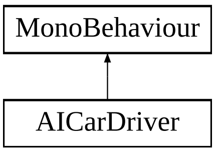
The documentation for this class was generated from the following file:

- AgentRaceManager.cs

3.11 AICarDriver Class Reference

Controls the AI car

Inheritance diagram for AICarDriver:



Data Structures

- class GearInfo

  Holds gearinfo
- class WheelInfo

  Holds wheel Info

Public Types

- enum **ControlTypes** { **Keyboard**, **UI_Tap_and_Acc_Control**, **UI_SteerWheel_BTNS** }

Public Member Functions

- void SetNewControls ()

  Call When On mobile
- float CurrentCalculatedSteer ()

  Gives current calculated steer angle
- void SetInputY (float to)

  Set Y input
- void SetInputX (float to)

  Set X input
- bool GetGround ()

  Are we grounded?
- void SetEngine (bool recVal)

  Set engine On or Off
- float GetCurrentSpeed ()

  Returns car's current speed
- void ApplyLocalPositionToVisuals (WheelCollider col, Transform visualTransform)

  position the transform based on wheel colliders calculated positon
- bool IsReversing ()

  Are we reversing?
- float GetClampedVelocity ()

  Get the speed value clamped between 0 and 1

Data Fields

- List< WheelInfo > wheels

  All the wheels of this vehical
- bool controlledByPlayer = false

  Gives controls of this car to player
- ControlTypes controlType

  Control types to be chosen
- WheelCollider [ ] wheelsForSpeedCalculation

  Wheels to calculate the speed of car
- Vector3 centerOfMass = Vector3.zero

  Center of mass at start
- float centerOfMassAdditiveY = -0.99f

  lowered center of mass when at maimum speed
- float maxTorque = 200

  Maximum torque
- float handBrakeTorque = 1000.0f

  Maximum brake torque
- float brakeSenstivity = 0.75f

  Brake senstivity
- float maxSteerAngle = 30.0f

  Maximum steer angle
- bool speedRelativeSteer = false

Restrict steer based on speed
- float steerStabilityThreshold = 0.15f

  Set a value between 0 and 1 it will try to stop vehicle wobbling
- bool flipSteerOnReverse = false

  Flip steer on reverse
- float steerResponsiveness = 20.0f

  How responsive the steering will be
- float pressureOnClimbs = 0.15f

  Pressure applied to car downwards when climbing
- GearInfo [ ] gears

  All the gears
- float maxSpeed = 120.0f

  Maximum speed of the car in KMPH
- float maxReverseSpeed = 50.0f

  Max reverse speed
- float skidVertexDistance = 0.15f

  maximum distace between two skidmark points
- int maxSkidVerticies = 10

  maximum skid verticies for one geomatry
- float slideAfterSlip = 0.002f

  emnable skid effects after this much slip
- Material skidMaterial

  Material applied to the skid mark
- GameObject skidSmoke

  Skidsmoke for the wheels
- GameObject spark

  Spark effect on collisions
- AudioClip skidSound

  Skidding sound
- bool canFlip = true

  Can the car reset itself when stuck
- float flipTimeOut = 1.0f

  Reset after this much time
- Renderer rearLights

  Rear brake lights
- Color brakeColor = Color.red

  Brake color
- Color idleColor = Color.black

  Idle color
- Color reverseColor = Color.white

  Reverse color

3.11.1 Detailed Description

3.11.2 Member Function Documentation

3.11.2.1 ApplyLocalPositionToVisuals()

```
void AICarDriver.ApplyLocalPositionToVisuals (
            WheelCollider col,
            Transform visualTransform )   [inline]
```

Parameters

col	passed wheel collider
visualTransform	passed wheel geomatry

3.11.2.2 CurrentCalculatedSteer()

```
float AICarDriver.CurrentCalculatedSteer ( )  [inline]
```

Returns

3.11.2.3 GetClampedVelocity()

```
float AICarDriver.GetClampedVelocity ( )  [inline]
```

Returns

3.11.2.4 GetCurrentSpeed()

```
float AICarDriver.GetCurrentSpeed ( )  [inline]
```

Returns

3.11.2.5 GetGround()

```
bool AICarDriver.GetGround ( )  [inline]
```

Returns

3.11.2.6 IsReversing()

```
bool AICarDriver.IsReversing ( )  [inline]
```

Returns

3.11.2.7 SetEngine()

```
void AICarDriver.SetEngine (
            bool recVal )  [inline]
```

3.11.2.8 SetInputX()

```
void AICarDriver.SetInputX (
            float to )  [inline]
```

Parameters

to	

3.11.2.9 SetInputY()

```
void AICarDriver.SetInputY (
            float to )  [inline]
```

Parameters

to	

3.11.2.10 SetNewControls()

```
void AICarDriver.SetNewControls ( )  [inline]
```

3.11.3 Field Documentation

3.11.3.1 brakeColor

```
Color AICarDriver.brakeColor = Color.red
```

3.11.3.2 brakeSenstivity

```
float AICarDriver.brakeSenstivity = 0.75f
```

3.11.3.3 canFlip

```
bool AICarDriver.canFlip = true
```

3.11.3.4 centerOfMass

```
Vector3 AICarDriver.centerOfMass = Vector3.zero
```

3.11.3.5 centerOfMassAdditiveY

```
float AICarDriver.centerOfMassAdditiveY = -0.99f
```

3.11.3.6 controlledByPlayer

```
bool AICarDriver.controlledByPlayer = false
```

3.11.3.7 controlType

```
ControlTypes AICarDriver.controlType
```

3.11.3.8 flipSteerOnReverse

```
bool AICarDriver.flipSteerOnReverse = false
```

3.11.3.9 flipTimeOut

```
float AICarDriver.flipTimeOut = 1.0f
```

3.11.3.10 gears

```
GearInfo [] AICarDriver.gears
```

3.11.3.11 handBrakeTorque

```
float AICarDriver.handBrakeTorque = 1000.0f
```

3.11.3.12 idleColor

```
Color AICarDriver.idleColor = Color.black
```

3.11.3.13 maxReverseSpeed

```
float AICarDriver.maxReverseSpeed = 50.0f
```

3.11.3.14 maxSkidVerticies

```
int AICarDriver.maxSkidVerticies = 10
```

3.11.3.15 maxSpeed

```
float AICarDriver.maxSpeed = 120.0f
```

3.11.3.16 maxSteerAngle

```
float AICarDriver.maxSteerAngle = 30.0f
```

3.11.3.17 maxTorque

```
float AICarDriver.maxTorque = 200
```

3.11.3.18 pressureOnClimbs

```
float AICarDriver.pressureOnClimbs = 0.15f
```

3.11.3.19 rearLights

```
Renderer AICarDriver.rearLights
```

3.11.3.20 reverseColor

```
Color AICarDriver.reverseColor = Color.white
```

3.11.3.21 skidMaterial

```
Material AICarDriver.skidMaterial
```

3.11.3.22 skidSmoke

```
GameObject AICarDriver.skidSmoke
```

3.11.3.23 skidSound

```
AudioClip AICarDriver.skidSound
```

3.11.3.24 skidVertexDistance

```
float AICarDriver.skidVertexDistance = 0.15f
```

3.11.3.25 slideAfterSlip

```
float AICarDriver.slideAfterSlip = 0.002f
```

3.11.3.26 spark

```
GameObject AICarDriver.spark
```

3.11.3.27 speedRelativeSteer

```
bool AICarDriver.speedRelativeSteer = false
```

3.11.3.28 steerResponsiveness

```
float AICarDriver.steerResponsiveness = 20.0f
```

3.11.3.29 steerStabilityThreshold

```
float AICarDriver.steerStabilityThreshold = 0.15f
```

3.11.3.30 wheels

```
List<WheelInfo> AICarDriver.wheels
```

3.11.3.31 wheelsForSpeedCalculation

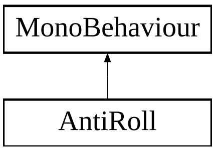
```
WheelCollider [] AICarDriver.wheelsForSpeedCalculation
```

The documentation for this class was generated from the following file:

- AICarDriver.cs

3.12 AntiRoll Class Reference

Inheritance diagram for AntiRoll:



Public Member Functions

- void FixedUpdate ()

  Apply the antiroll

Data Fields

- WheelCollider WheelL

  Left wheel on the axle
- WheelCollider WheelR

  Right wheel on axle
- float antiRoll = 5000.0f

  Anti roll force multiplier

3.12.1 Member Function Documentation

3.12.1.1 FixedUpdate()

```
void AntiRoll.FixedUpdate ( )  [inline]
```

3.12.2 Field Documentation

3.12.2.1 antiRoll

```
float AntiRoll.antiRoll = 5000.0f
```

3.12.2.2 WheelL

```
WheelCollider AntiRoll.WheelL
```

3.12.2.3 WheelR

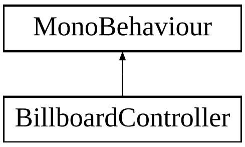
```
WheelCollider AntiRoll.WheelR
```

The documentation for this class was generated from the following file:

- AntiRoll.cs

3.13 BillboardController Class Reference

Inheritance diagram for BillboardController:



Public Member Functions

- void GiveCam (Transform suppCam)

  Assign the camera

Data Fields

- float minFadeDist = 5.0f

  Minimum fade distance
- float maxfadeDist = 10f

  Maximum fade distance

3.13.1 Member Function Documentation

3.13.1.1 GiveCam()

```
void BillboardController.GiveCam (
             Transform suppCam )  [inline]
```

Parameters

suppCam	supplied the camera

3.13.2 Field Documentation

3.13.2.1 maxfadeDist

```
float BillboardController.maxfadeDist = 10f
```

3.13.2.2 minFadeDist

```
float BillboardController.minFadeDist = 5.0f
```

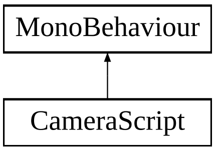
The documentation for this class was generated from the following file:

- BillboardController.cs

3.14 CameraScript Class Reference

Simple smooth follow of the camera

Inheritance diagram for CameraScript:



Data Fields

- Transform target

  Current target of the camera
- float distance = 10.0f

  Distance between target ad camera
- float height = 3.0f

  Height difference between camera and target
- float heightDamping = 2.0f

  Height damping
- float rotationDamping = 3.0f

  Rotation Damping

3.14.1 Detailed Description

3.14.2 Field Documentation

3.14.2.1 distance

```
float CameraScript.distance = 10.0f
```

3.14.2.2 height

```
float CameraScript.height = 3.0f
```

3.14.2.3 heightDamping

```
float CameraScript.heightDamping = 2.0f
```

3.14.2.4 rotationDamping

```
float CameraScript.rotationDamping = 3.0f
```

3.14.2.5 target

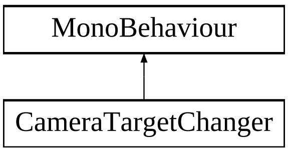
```
Transform CameraScript.target
```

The documentation for this class was generated from the following file:

- CameraScript.cs

3.15 CameraTargetChanger Class Reference

Inheritance diagram for CameraTargetChanger:



Public Member Functions

- void PrevTarget ()

  Switch to previous target
- void NextTarget ()

  Switch to next target

Data Fields

- Transform [ ] targets

  Targets to be followed by the camera

3.15.1 Member Function Documentation

3.15.1.1 NextTarget()

```
void CameraTargetChanger.NextTarget ( )  [inline]
```

3.15.1.2 PrevTarget()

```
void CameraTargetChanger.PrevTarget ( )  [inline]
```

3.15.2 Field Documentation

3.15.2.1 targets

```
Transform [ ] CameraTargetChanger.targets
```

The documentation for this class was generated from the following file:

- CameraTargetChanger.cs

3.16 MenuController.ControlHandle Struct Reference

Toggle controls for input type selection

Data Fields

- Toggle **tapAndAcc**
- Toggle **steerAndButtons**

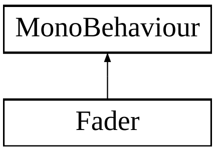
3.16.1 Detailed Description

The documentation for this struct was generated from the following file:

- MenuController.cs

3.17 Fader Class Reference

Inheritance diagram for Fader:



Public Member Functions

- void **InitiateFader** ()

Data Fields

- bool **start** = false
- float **fadeDamp** = 0.0f
- string **fadeScene**
- float **alpha** = 0.0f
- Color **fadeColor**
- bool **isFadeIn** = false

The documentation for this class was generated from the following file:

- Fader.cs

3.18 AICarDriver.GearInfo Class Reference

Holds gearinfo

Data Fields

- float tillWhatRPM

  till what rpm of the wheel we will use this gear
- float maxTorqueMultiplier

  what the motor torque gonna be on this gear

3.18.1 Detailed Description

3.18.2 Field Documentation

3.18.2.1 maxTorqueMultiplier

```
float AICarDriver.GearInfo.maxTorqueMultiplier
```

3.18.2.2 tillWhatRPM

```
float AICarDriver.GearInfo.tillWhatRPM
```

The documentation for this class was generated from the following file:

- AICarDriver.cs

3.19 AgentController.LimitAndInfluence Class Reference

This class holds the variables that either limit or influence the vehicle behaviour for every Behaviour

Data Fields

- float maximumDistanceForPursuit = 30.0f

  Minimum distance to start overtaking another agent
- float maximumContainmentDistance = 25.0f

  Maximum Distance to enable the containment behaviour
- float maximumObstacleAvoidenceDistance = 20.0f

  Maximum Distance to enable the avoidence behaviour
- float detectionLength = 5.0f

  Minimum Detection length for every sensor (each of sensor can be scaled to minimize or maximize the minimum detection length)
- float avoidForce = 1.0f

  how much influence behaviours have on the agent
- float velocitySensorMultiplier = 0.25f

  How long ahead can the agent see based on velocity

3.19.1 Detailed Description

3.19.2 Field Documentation

3.19.2.1 avoidForce

```
float AgentController.LimitAndInfluence.avoidForce = 1.0f
```

3.19.2.2 detectionLength

```
float AgentController.LimitAndInfluence.detectionLength = 5.0f
```

3.19.2.3 maximumContainmentDistance

```
float AgentController.LimitAndInfluence.maximumContainmentDistance = 25.0f
```

3.19.2.4 maximumDistanceForPursuit

```
float AgentController.LimitAndInfluence.maximumDistanceForPursuit = 30.0f
```

3.19.2.5 maximumObstacleAvoidenceDistance

```
float AgentController.LimitAndInfluence.maximumObstacleAvoidenceDistance = 20.0f
```

3.19.2.6 velocitySensorMultiplier

```
float AgentController.LimitAndInfluence.velocitySensorMultiplier = 0.25f
```

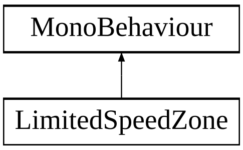
The documentation for this class was generated from the following file:

- AgentController.cs

3.20 LimitedSpeedZone Class Reference

Specfic area where you want to set the maximum speed of an agent

Inheritance diagram for LimitedSpeedZone:



Data Fields

- float maxSpeed = 100

  Maximum speed of the agent in this zone

3.20.1 Detailed Description

3.20.2 Field Documentation

3.20.2.1 maxSpeed

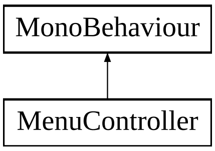
```
float LimitedSpeedZone.maxSpeed = 100
```

The documentation for this class was generated from the following file:

- LimitedSpeedZone.cs

3.21 MenuController Class Reference

Inheritance diagram for MenuController:



Data Structures

- struct ControlHandle

  Toggle controls for input type selection

Public Member Functions

- void UpdateInputOptions ()

  Updating the input
- void **SetInputType** (int newType)
- void UpdateAICount ()

  Update the AI count
- void UpdateLapCount ()

  Update the Lap count
- void InitiateNewRaceConfig ()

  Initialize new AI race

Data Fields

- Text AICount

  AI Count text display UI
- Slider AICountSlider

  AI Count Slider AI
- Text LapCount

  Lap Count display UI
- Slider LapCountSlider

  Lap Count Slider
- Toggle circuitToggle

  Is it a circuit UI
- Toggle [ ] AIType

  Car type for AI
- Toggle [ ] PlayerType

  Car type for Player
- Toggle includePolice

  Car type for Player
- GameObject musicPrefab

  Music prefab for background music
- string circuitSceneName = "CircuitRace"

  scene to load when circuit is selected
- string sprintSceneName = "SprintRace"

  scene to load when sprint is selected
- bool IsAMobileApp = false

  Is this a mobile app
- ControlHandle controlHandles

  Object for ControlHandle

3.21.1 Member Function Documentation

3.21.1.1 InitiateNewRaceConfig()

```
void MenuController.InitiateNewRaceConfig ( )  [inline]
```

3.21.1.2 UpdateAICount()

```
void MenuController.UpdateAICount ( )  [inline]
```

3.21.1.3 UpdateInputOptions()

```
void MenuController.UpdateInputOptions ( )  [inline]
```

3.21.1.4 UpdateLapCount()

```
void MenuController.UpdateLapCount ( )  [inline]
```

3.21.2 Field Documentation

3.21.2.1 AICount

```
Text MenuController.AICount
```

3.21.2.2 AICountSlider

```
Slider MenuController.AICountSlider
```

3.21.2.3 AIType

```
Toggle [] MenuController.AIType
```

3.21.2.4 circuitSceneName

```
string MenuController.circuitSceneName = "CircuitRace"
```

3.21.2.5 circuitToggle

```
Toggle MenuController.circuitToggle
```

3.21.2.6 controlHandles

```
ControlHandle MenuController.controlHandles
```

3.21.2.7 includePolice

```
Toggle MenuController.includePolice
```

3.21.2.8 IsAMobileApp

```
bool MenuController.IsAMobileApp = false
```

3.21.2.9 LapCount

```
Text MenuController.LapCount
```

3.21.2.10 LapCountSlider

```
Slider MenuController.LapCountSlider
```

3.21.2.11 musicPrefab

```
GameObject MenuController.musicPrefab
```

3.21.2.12 PlayerType

```
Toggle [] MenuController.PlayerType
```

3.21.2.13 sprintSceneName

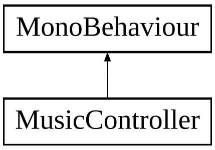
```
string MenuController.sprintSceneName = "SprintRace"
```

The documentation for this class was generated from the following file:

- MenuController.cs

3.22 MusicController Class Reference

Inheritance diagram for MusicController:



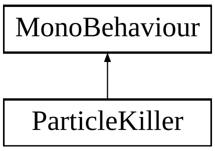
The documentation for this class was generated from the following file:

- MusicController.cs

3.23 ParticleKiller Class Reference

Destroys the particle system after it stops playing

Inheritance diagram for ParticleKiller:



3.23.1 Detailed Description

The documentation for this class was generated from the following file:

- ParticleKiller.cs

3.24 AgentController.ReversingVariables Class Reference

This class holds Reversing variables

Data Fields

- bool canReverse = false

  can use reversing logic
- float minVelocityForReverseTimeOut = 0.25f

  Minimum velocity ti check if we are really stuck
- float **reverseTimeOutCounter** = 0.0f
- float reverseTimeOutIn = .25f

  Reverse in "amount of time"
- float reversingSensorMultiplier = .35f

  Sensor detection while reversing
- bool **reversing** = false

3.24.1 Detailed Description

3.24.2 Field Documentation

3.24.2.1 canReverse

```
bool AgentController.ReversingVariables.canReverse = false
```

3.24.2.2 minVelocityForReverseTimeOut

```
float AgentController.ReversingVariables.minVelocityForReverseTimeOut = 0.25f
```

3.24.2.3 reverseTimeOutIn

```
float AgentController.ReversingVariables.reverseTimeOutIn = .25f
```

3.24.2.4 reversingSensorMultiplier

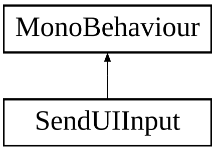
```
float AgentController.ReversingVariables.reversingSensorMultiplier = .35f
```

The documentation for this class was generated from the following file:

- AgentController.cs

3.25 SendUIInput Class Reference

Inheritance diagram for SendUIInput:



Public Member Functions

- void **GiveDriver** (AICarDriver driver)
- void RefreshControls ()

  Get the new Input values
- void SetInputY (float newY)

  Set new Y value

Data Fields

- SteerWheelUI steerWheel

  Steering wheel for UI based input
- GameObject UI_Tap_Acc

  Assign the holder of this type of controls
- GameObject UI_Steer_BTNS

  Assign the holder of this type of controls

3.25.1 Member Function Documentation

3.25.1.1 RefreshControls()

```
void SendUIInput.RefreshControls ( )  [inline]
```

3.25.1.2 SetInputY()

```
void SendUIInput.SetInputY (
            float newY )  [inline]
```

Parameters

newY	pass this as new Y

3.25.2 Field Documentation

3.25.2.1 steerWheel

```
SteerWheelUI SendUIInput.steerWheel
```

3.25.2.2 UI_Steer_BTNS

```
GameObject SendUIInput.UI_Steer_BTNS
```

3.25.2.3 UI_Tap_Acc

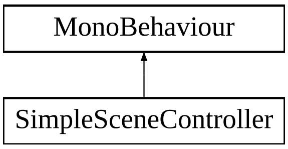
```
GameObject SendUIInput.UI_Tap_Acc
```

The documentation for this class was generated from the following file:

- SendUIInput.cs

3.26 SimpleSceneController Class Reference

Inheritance diagram for SimpleSceneController:



Public Member Functions

- void LoadThis (string scene)

  Load tis scene
- void Link ()

  open this link
- void Exit ()

  Quit the application

3.26.1 Member Function Documentation

3.26.1.1 Exit()

```
void SimpleSceneController.Exit ( )  [inline]
```

3.26.1.2 Link()

```
void SimpleSceneController.Link ( )  [inline]
```

3.26.1.3 LoadThis()

```
void SimpleSceneController.LoadThis (
            string scene )  [inline]
```

Parameters

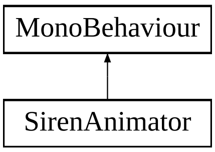
scene	

The documentation for this class was generated from the following file:

- SimpleSceneController.cs

3.27 SirenAnimator Class Reference

Inheritance diagram for SirenAnimator:



Data Fields

- AgentPolice myPoliceAgent

  My police agent
- LensFlare [ ] myFlares

  Siren Flares
- float sirenFrequency = 10.0f

  Siren Frequency
- float maxBrightness = 20.0f

  Max Siren brightness

3.27.1 Field Documentation

3.27.1.1 maxBrightness

```
float SirenAnimator.maxBrightness = 20.0f
```

3.27.1.2 myFlares

```
LensFlare [] SirenAnimator.myFlares
```

3.27.1.3 myPoliceAgent

```
AgentPolice SirenAnimator.myPoliceAgent
```

3.27.1.4 sirenFrequency

```
float SirenAnimator.sirenFrequency = 10.0f
```

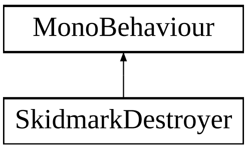
The documentation for this class was generated from the following file:

- SirenAnimator.cs

3.28 SkidmarkDestroyer Class Reference

Destroys skidmarks based on some values

Inheritance diagram for SkidmarkDestroyer:



Data Fields

- float destroyAfter = 5.0f

  Start fading the skidmark in
- float fadeIn = 5.0f

  Fade out in this many seconds

3.28.1 Detailed Description

3.28.2 Field Documentation

3.28.2.1 destroyAfter

```
float SkidmarkDestroyer.destroyAfter = 5.0f
```

3.28.2.2 fadeIn

```
float SkidmarkDestroyer.fadeIn = 5.0f
```

The documentation for this class was generated from the following file:

- SkidmarkDestroyer.cs

3.29 AgentHUDInfo.speedDisplay Struct Reference

Hold speedOmeter Information

Data Fields

- Image **needle**
- Text **digitalDisplay**
- float **minAngle**
- float **maxAngle**
- AICarDriver **myDriver**

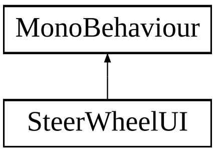
3.29.1 Detailed Description

The documentation for this struct was generated from the following file:

- AgentHUDInfo.cs

3.30 SteerWheelUI Class Reference

Inheritance diagram for SteerWheelUI:



Public Member Functions

- float **GetClampedValue** ()
- float **GetAngle** ()
- void **PressEvent** (BaseEventData eventData)
- void **DragEvent** (BaseEventData eventData)
- void **ReleaseEvent** (BaseEventData eventData)

Data Fields

- Graphic **UI_Element**
- float maximumSteeringAngle = 270f

  Maximum angle this can be rotated at?
- float wheelReleasedSpeed = 1000f

  How fast the weel should snap back
- float wheelAngle = 0f

  Current wheel angle

3.30.1 Field Documentation

3.30.1.1 maximumSteeringAngle

```
float SteerWheelUI.maximumSteeringAngle = 270f
```

3.30.1.2 wheelAngle

```
float SteerWheelUI.wheelAngle = 0f
```

3.30.1.3 wheelReleasedSpeed

```
float SteerWheelUI.wheelReleasedSpeed = 1000f
```

The documentation for this class was generated from the following file:

- SteerWheelUI.cs

3.31 AgentController.StrengthClass Class Reference

This class holds strength variables for every Behaviour

Data Fields

- float pursuitAhead

  Pursuit look ahead
- float queuingAhead

  Queuing if ahead
- float seperationDistance

  Speration Distance
- float unalignedAvoidenceAhead

  UnalignedAvoidence how much furter in future
- float containmentAhead

  Avoidence for containment behaviours
- float pridictPath = 1.0f

  Pridict path ahead

3.31.1 Detailed Description

3.31.2 Field Documentation

3.31.2.1 containmentAhead

```
float AgentController.StrengthClass.containmentAhead
```

3.31.2.2 pridictPath

```
float AgentController.StrengthClass.pridictPath = 1.0f
```

3.31.2.3 pursuitAhead

```
float AgentController.StrengthClass.pursuitAhead
```

3.31.2.4 queuingAhead

```
float AgentController.StrengthClass.queuingAhead
```

3.31.2.5 seperationDistance

```
float AgentController.StrengthClass.seperationDistance
```

3.31.2.6 unalignedAvoidenceAhead

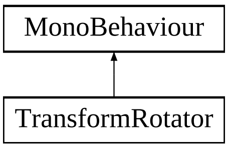
```
float AgentController.StrengthClass.unalignedAvoidenceAhead
```

The documentation for this class was generated from the following file:

- AgentController.cs

3.32 TransformRotator Class Reference

Inheritance diagram for TransformRotator:



Data Fields

- float **rotateSpeed** = 0.2f

The documentation for this class was generated from the following file:

- TransformRotator.cs

3.33 AgentController.WeightsClass Class Reference

This describes which behaviour will have more or less priority than other

Data Fields

- float pursuit

  Defines priority and power of persuit behaviour
- float avoidObstacle

  Defines priority and power of obstacle avoidence behaviour
- float containment

  Defines priority and power of wall containment behaviour
- float pathFollowing

  Defines priority and power of path following behaviour
- float seperation

  Defines priority and power of Sepration behaviour
- float unallignedCollisionAvoidence

  Defines priority and power of Unalligned Collision Avoidence behaviour
- float queuing

  Defines priority and power of Queuing behaviour

3.33.1 Detailed Description

3.33.2 Field Documentation

3.33.2.1 avoidObstacle

```
float AgentController.WeightsClass.avoidObstacle
```

3.33.2.2 containment

```
float AgentController.WeightsClass.containment
```

3.33.2.3 pathFollowing

```
float AgentController.WeightsClass.pathFollowing
```

3.33.2.4 pursuit

```
float AgentController.WeightsClass.pursuit
```

3.33.2.5 queuing

```
float AgentController.WeightsClass.queuing
```

3.33.2.6 seperation

```
float AgentController.WeightsClass.seperation
```

3.33.2.7 unallignedCollisionAvoidence

```
float AgentController.WeightsClass.unallignedCollisionAvoidence
```

The documentation for this class was generated from the following file:

- AgentController.cs

3.34 AICarDriver.WheelInfo Class Reference

Holds wheel Info

Data Fields

- WheelCollider wheelCol

  Wheel Collider of this wheel
- Transform wheelTrans

  the wheel with geomatry
- bool isAMotorWheel

  Is this a motor wheel
- bool isASteeringWheel

  is this a steering wheel
- LineRenderer skidRenderer

  Not visible in inspector holds current skid mark
- float skidMarkWidth

  Width of the skid mark
- List< Vector3 > skidVertexHolder

  Not visible in inspector holds current skid mark positions

3.34.1 Detailed Description

3.34.2 Field Documentation

3.34.2.1 isAMotorWheel

```
bool AICarDriver.WheelInfo.isAMotorWheel
```

3.34.2.2 isASteeringWheel

```
bool AICarDriver.WheelInfo.isASteeringWheel
```

3.34.2.3 skidMarkWidth

```
float AICarDriver.WheelInfo.skidMarkWidth
```

3.34.2.4 skidRenderer

```
LineRenderer AICarDriver.WheelInfo.skidRenderer
```

3.34.2.5 skidVertexHolder

```
List<Vector3> AICarDriver.WheelInfo.skidVertexHolder
```

3.34.2.6 wheelCol

```
WheelCollider AICarDriver.WheelInfo.wheelCol
```

3.34.2.7 wheelTrans

```
Transform AICarDriver.WheelInfo.wheelTrans
```

The documentation for this class was generated from the following file:

- AICarDriver.cs

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