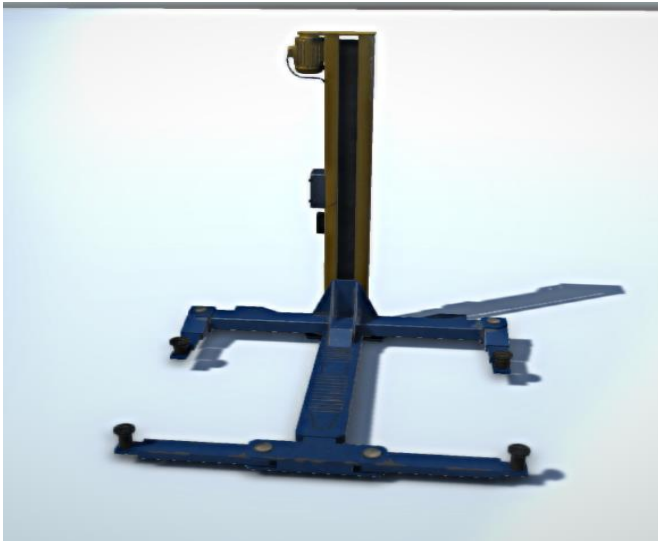
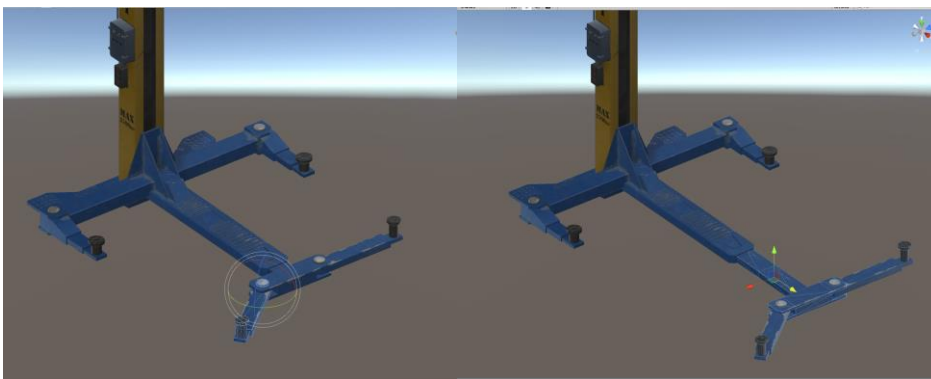


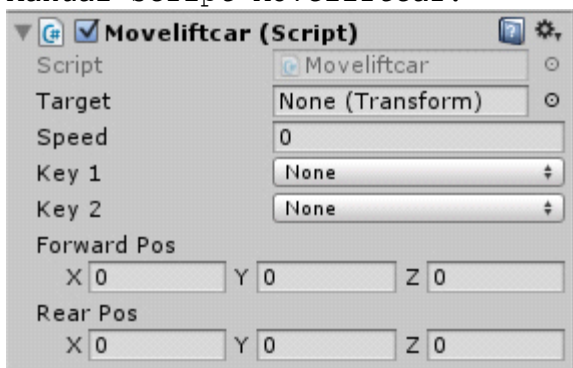
LiftCar model.



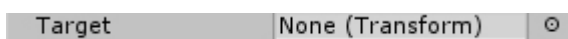
You can adjust the model and location of the keys to your liking.



Manual script Moveliftcars.



Add a script on any object in the scene.



Add Detal\_2 object in the Target tab.

Speed	<input type="text" value="0"/>
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Specify the speed of the object in the tab.

Key 1	<input type="text" value="None"/>
Key 2	<input type="text" value="None"/>

Select from a list of key importance.

Forward Pos		
X <input type="text" value="0"/>	Y <input type="text" value="0"/>	Z <input type="text" value="0"/>
Rear Pos		
X <input type="text" value="0"/>	Y <input type="text" value="0"/>	Z <input type="text" value="0"/>

1) Select an object and copy settings Detal\_2 transforms position, and insert them in the Rear Pos.

2) Now raise Detal\_2 object to the desired position and copy transforms position, then insert these values into the Forward Pos.

If you are not understood, you can use ready-made Prefab or watch a video on setting up models.