Documentation

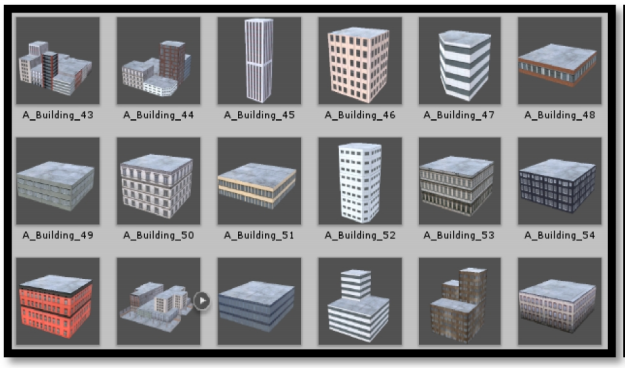
Contents:

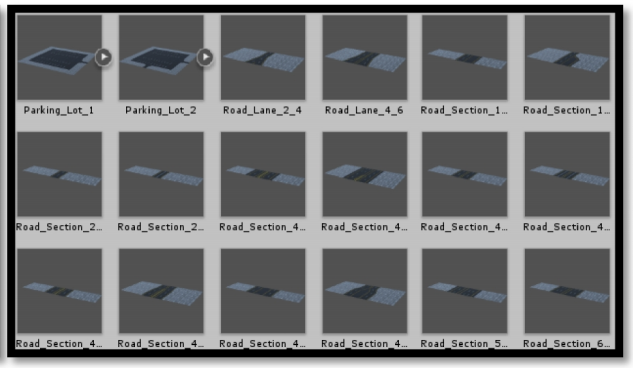
Introduction

Thank you for purchasing this asset. This is an update to the older version that has many changes. Please refer to the change log file.

Every model including buildings, roads, objects etc. have a prefab readymade so you can just drag and drop it into the scene.

Buildings already have mesh colliders set up and marked as static to improve draw calls by static batching.

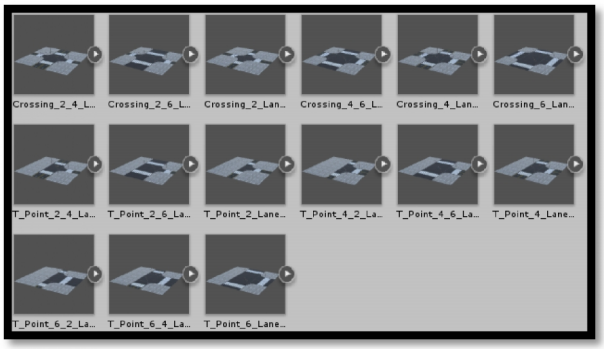




Buildings Roads

The roads have different modular components that are exactly square shaped in **multiples of 17*17 units**, so that makes them extremely tillable. Use them with various permutations and combinations to make any map of your choice. They are also marked as static to optimize draw calls.

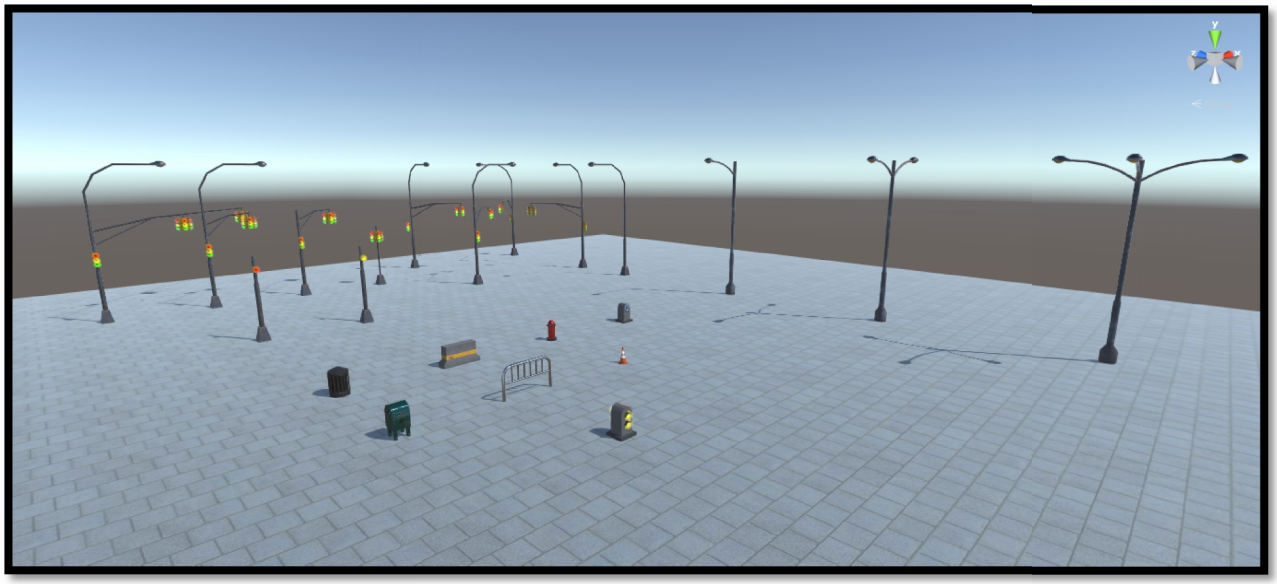
Apart from that, several **Crossing/T-point sections** have separate prefabs with **working traffic light** setups so you can easily put them into your scene. They are not marked as static because traffic lights show dynamic behavior.

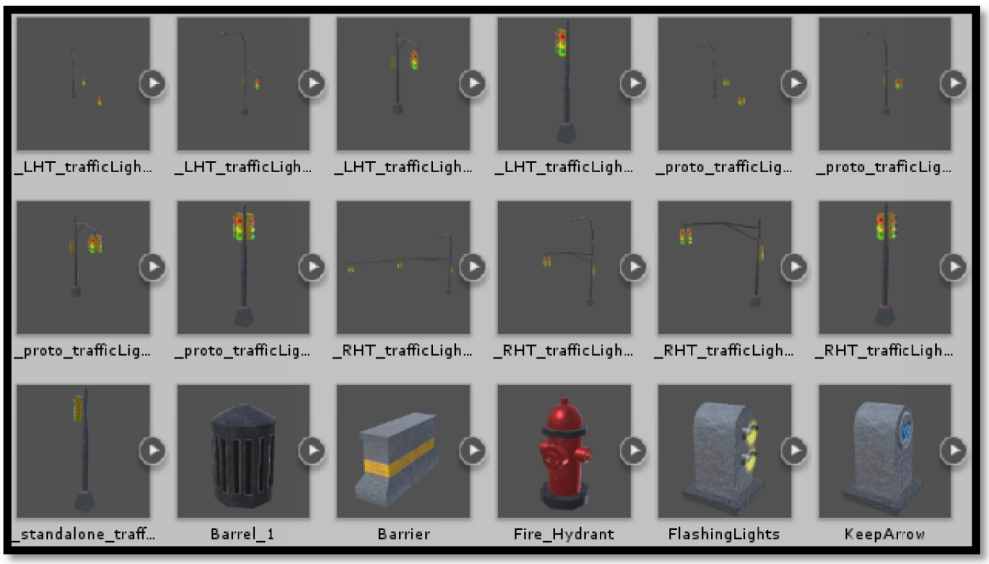


Dynamic Street Components (Game Ready)

An asset from the publisher (Dynamic Street Props) (https://u3d.as/MBL) is provided with the asset. It has a separate documentation in the folder Dynamic Components. **Please refer to contents in that folder for their usage.**

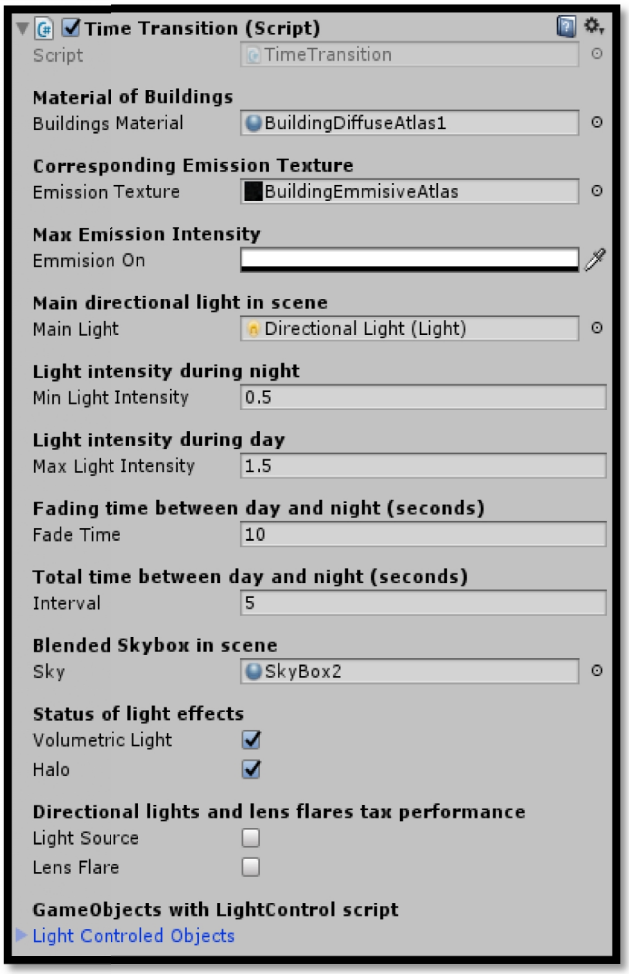
They are small models that show dynamic behavior i.e. they are destructible, have audio effects played on destruction etc. They have LOD's too to optimize performance. Do not mark them as static, otherwise they won't show destruction behavior.





Day/Night Cycle (TimeTransition.cs)

This section will explain the usage of day and night cycle management that is accomplished via **TimeTransition.cs** file.



Materials of Buildings: Put the material of building's here so the script can modify its emissivity. It must be a Unity's standard shader.

Corresponding emission texture: Put the emission texture here, that will be mapped to the material.

Max Emission intensity: Maximum intensity and color of the emission texture.

Main directional light in scene: Put the directional light of scene here that will change its intensity during day/night cycle.

Light intensity during night: Minimum light intensity during night time.

Light intensity during day: Maximum light intensity during day time.

Fading time between day and night: Time taken to fade between transitions from day to night.

Total time between day and night: Time period between day/night.

Blended skybox in scene: Put the skybox having custom shader (blended) here. The script will change its cube map between day and night. It must use the shader provided with the asset.

Status of light effects: It is used to define which effects on street lights will become active at night time viz. volumetric lights, halo, light sources and lens flares.

WARNING: light sources (spot lights) and lens flares can have serious impact on performance since there can be too many spot lights and flares in the scene. If you still want to use them, make sure to use deferred lighting or bake the lighting.

GameObjects with LightControl script: All objects having the LightControl.cs script should be attached here so the script can set their lights status on during night.

Optimization

- Use occlusion culling to improve rendering and reduce number of triangles being rendered. Bake occlusion if it hasn't already been baked.
- Mark those objects as static which will not move in scene like buildings/roads/trees etc. so they can be batched together.
- If you do not want dynamic street components to show destruction behavior, mark them as static too.
- Use LOD's
- Use only a single directional light in scene
- If your scene has many lights, either bake them or use deferred lighting.
- Do not use negative scaling for mirroring e.g. (-1,1,-1) since it won't be dynamically batched. Use rotations instead.

Troubleshooting

- If you get an error stating "Lighting data not compatible with this version", go to Window > Lighting. Uncheck Precomputed Realtime GI and Baked GI and click on "Build" to rebuild lighting data asset.
- If Buildings are in white color with no albedo textures, do not worry, just re-apply them (Albedo_1.png and Albedo_2.png) in their materials (BuildingDiffuseAtlas1 and BuildingDiffuseAtlas2).

Please contact the publisher at sukhvisukh@gmail.com for any queries.

Thank you for buying this asset. Please do rate and review on the asset store. ☺