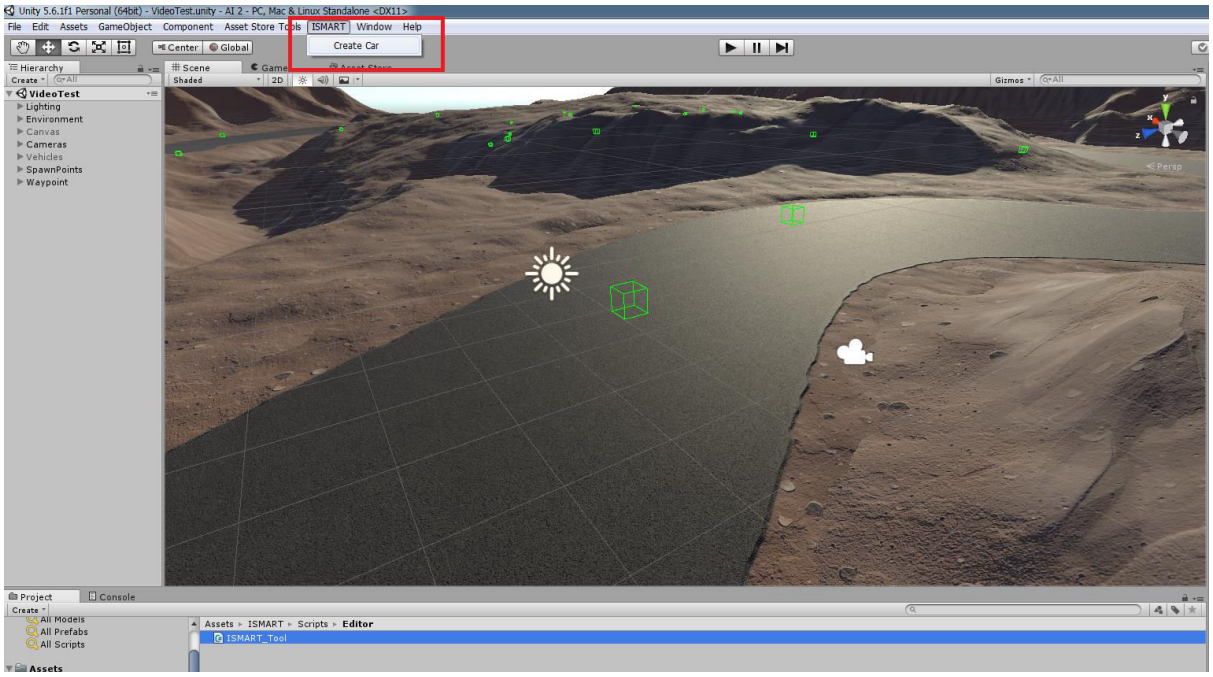
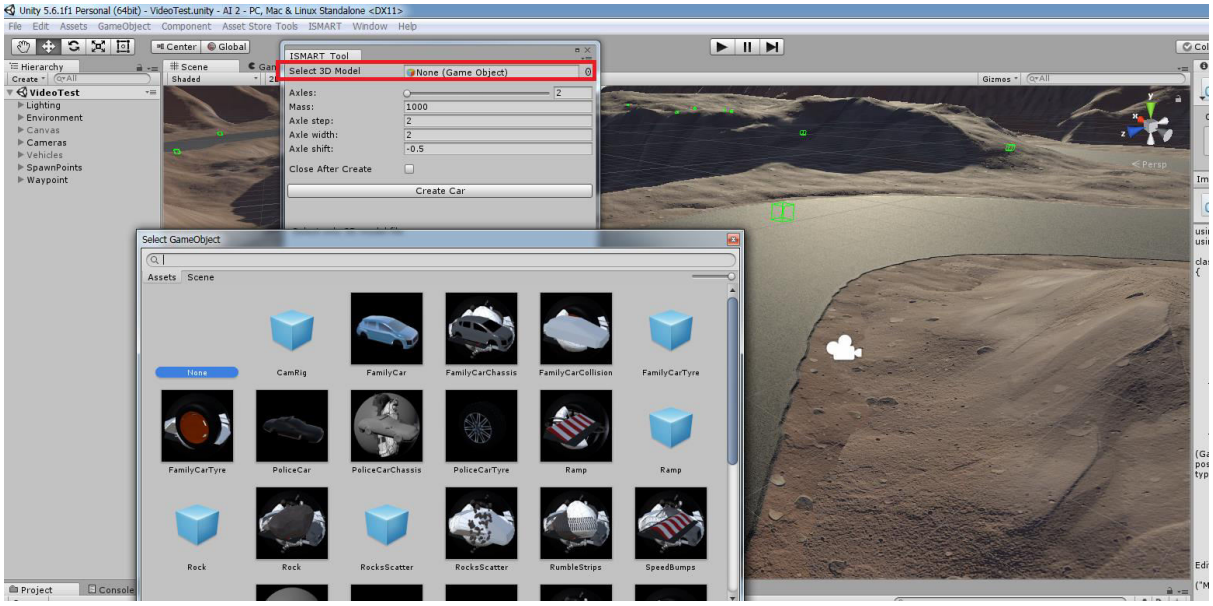
ISMART GUIDE

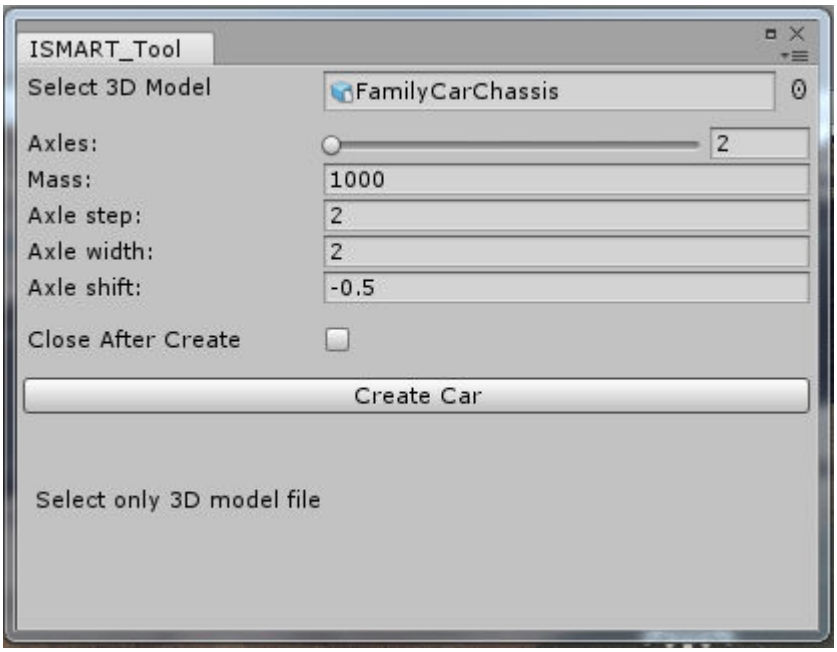
1)Press on ISMART Menu and select Create Car



2)Select 3D Model from the list

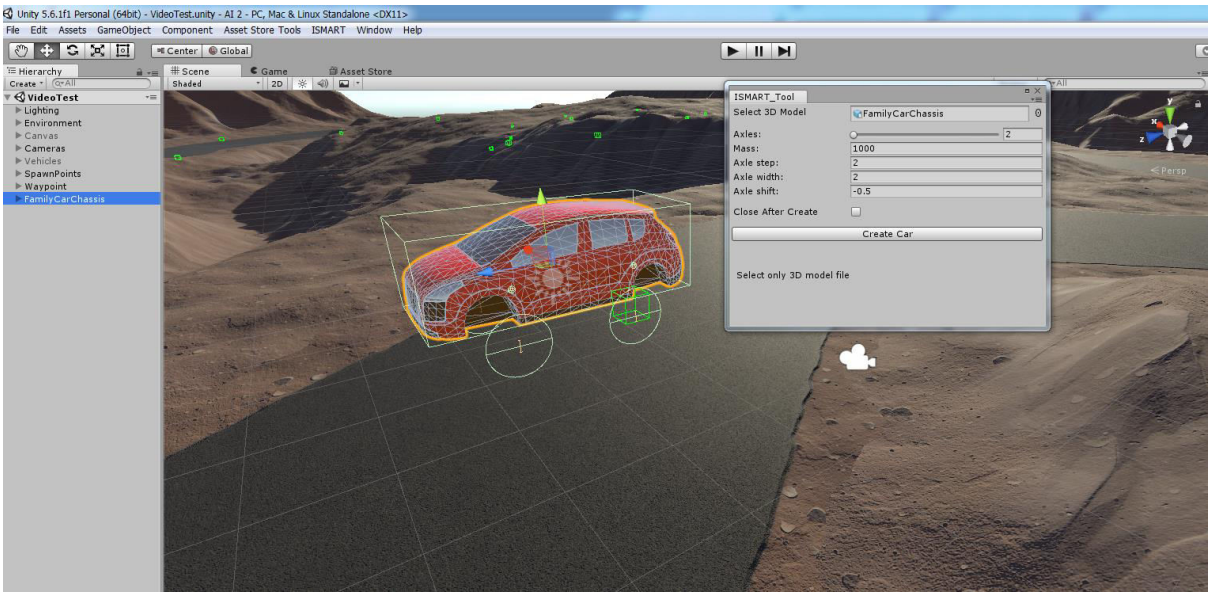


3) Select you setting:



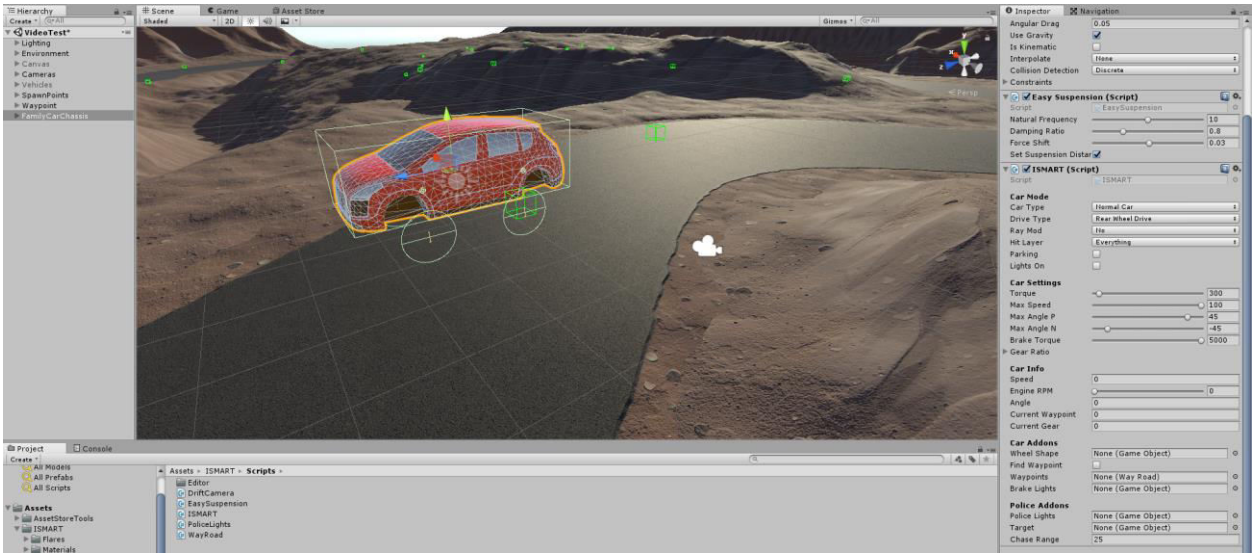
Axles	The number of axles in the car
Mass	The mass of the car
Axle step	The distance between axles
Axle width	The width of the car
Axle shift	The distance axles are offset above the car's center along the local Y axis

4)Press Create Car



Examining a generated a A.I car

The car generated by the wizard is a fully functional and based on the settings chosen in the wizard.



EasySuspension

EasySuspension

The EasySuspension script is a utility script that updates suspension settings across all child WheelCollider components. Simply enter the mass, natural frequency and damping ratio for the wheels, and the EasySuspension script will take care of updating each WheelCollider component with these settings.

Unless otherwise specified, units of measurement are SI units.

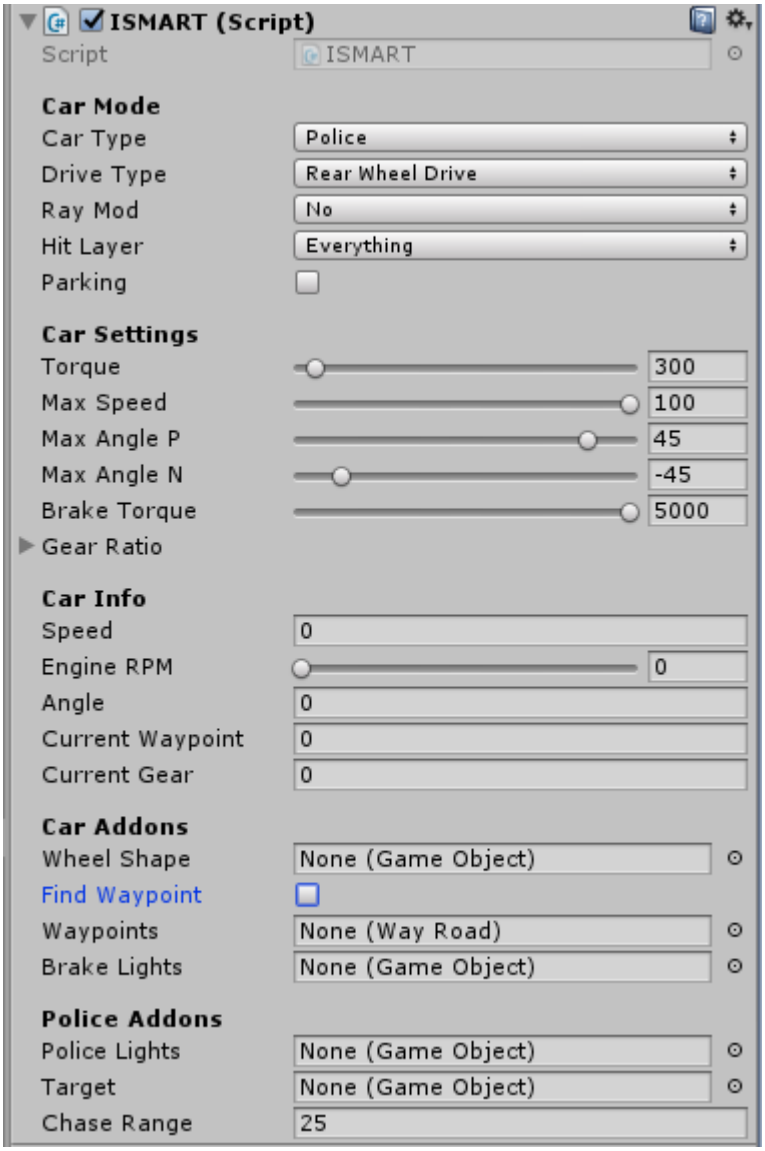
Natural Frequency	The natural frequency of the suspension springs. Natural frequency might be thought of as a mass-independent analogue for stiffness. Typical range [4..20]. A family car might have springs with the natural frequency of about 10.
Damping Ratio	The damping ratio of the suspension springs. This parameter sets how fast the oscillations in the suspension comes to rest. Typical range [0..1]. A family car might have springs with the damping ratio of about 0.8.
Force Shift	The distance to the point where the tyre forces are applied, starting from the center of mass of the vehicle, along the local Y axis.
Set Suspension Distance	Whether or not to adjust the travel distance of the suspension springs. This setting helps to avoid having physically incorrect configurations that still apply force at maximum suspension elongation.

WheelDrive

The WheelDrive component is a minimalistic vehicle controller. This script allows for quick testing out of the box, and provides a good start for your own customized vehicle controller.

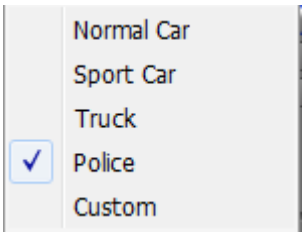
Unless otherwise specified, units of measurement are SI units.

ISMART script



Car Mode:

Car Type



Normal Car - Traffic car setting with low torque , No Rays sensors.

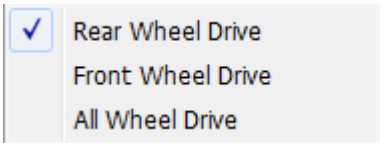
Sport Car - Sport car setting with high torque , With Rays sensors.

Truck - Traffic truck setting with low torque and with four whells movment, No Rays sensors.

Police - Police cars setting with high torque with rays sensors and chase "Enemy" tags.

Custom - select you parameters.

Drive Type

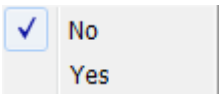


Raer Wheel Drive - Only rear wheels well move by engine.

Front Wheel Drive - Only front wheels well move by engine

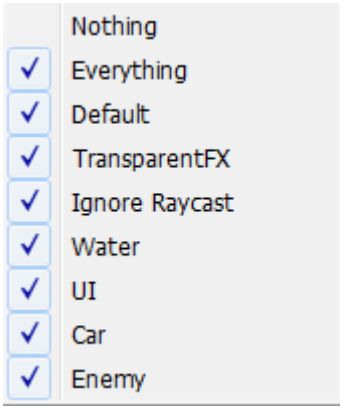
All Wheel Drive - All wheels well move by engine

Ray Mod



With or without rays sensors. (Custom mod only)

Hit Layer

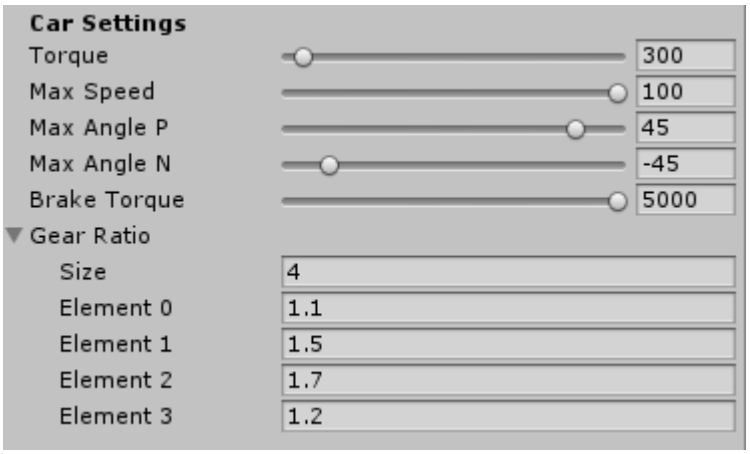


Whice layer the rays with sens the hit.

Parking

If the car on parking mode . (Not move on start)

Car Settings



Torque - The expression of this rotational or twisting force around an axis is called torque.

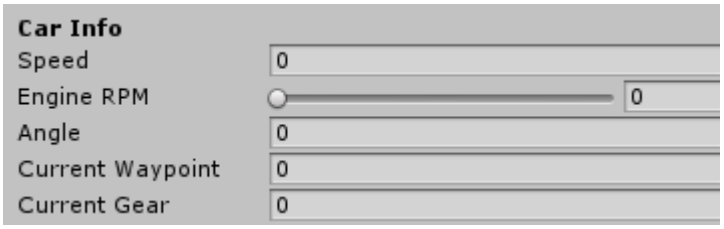
Max Speed - Limit the speed of the car.

Max Angle P & N - Limit the angle of the wheels turn.

Brake Torque - Set the breake power.

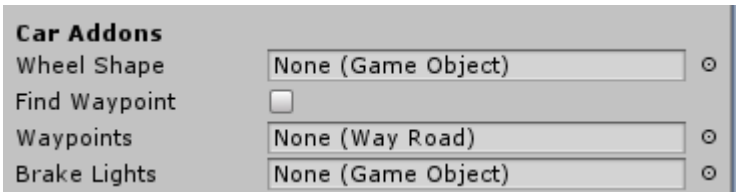
Gear Ratio - Set the numbers of the gear and the time of the gear.

Car Info



Only information of the car.

Car Addons



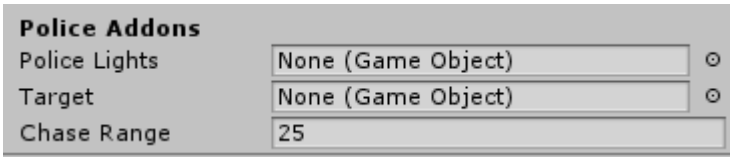
Wheel Shape - Select 3D wheel.

Find Wapoint - Find waypoint automatic on the map.

Waypoint - The waypoint that selected.

Brake Lights - The light of the breake gameobject.

Police Addons



Police Lights - The police light gameobject.

Target - must cloeset enemy car.

Chase Range - Range of the chase.

Thank you for buying my asset ISMART.

Create by Elad Vitman

Bugs or Support send me Email: Vitlabsmobile@gmail.com

Copyright @ 2017 Elad Vitman Vit Labs Mobile