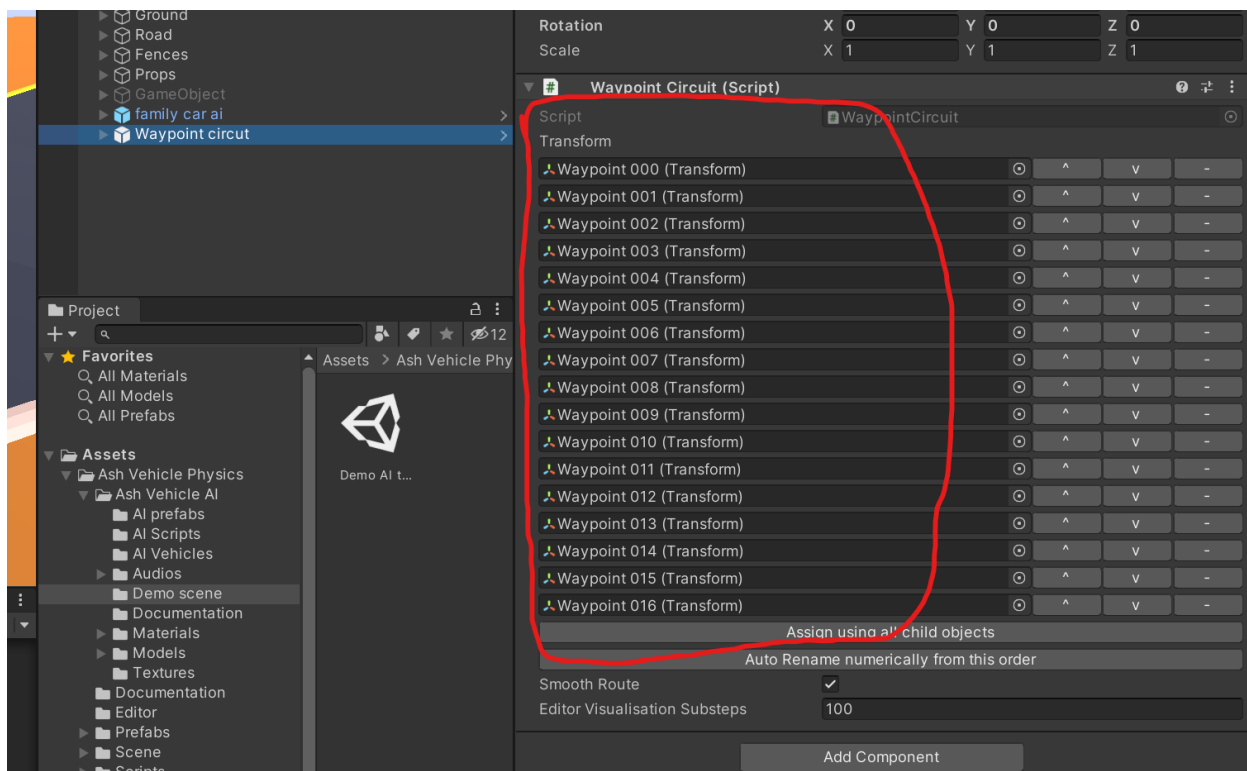


In AI car controller script there is a extra slot for target reference. If you want to make AI following a specific target, like chasing our player, then you can remove the waypoint circuit (as you don't need a path for AI) and the waypoint progress tracker script form main transform of AI vehicle. And in the target slot of the AI car controller script give the target that you want your AI to follow.

Basically the waypoint progress tracker updates the target position each frame, on the waypoint circuit. So that the AI will follow the Circuit that you will define.

These are the points of the circuit shown in fig. below that you will have to create and define in the script. The order should be the same as the child transforms.



In the Waypoint Progress Tracker Script you have to give reference to target and the waypoint circuit as shown in the fig below.

Look ahead for target offset is how far the target should be form vehicle on the waypoint circuit. So that the AI will constantly follow the Target, hence it will follow the waypoint circuit (path for AI) .

All the other things you don't have to change.

