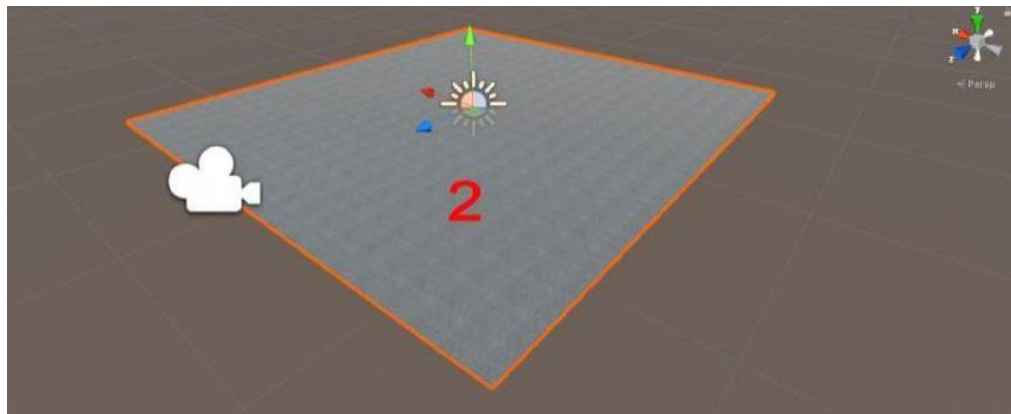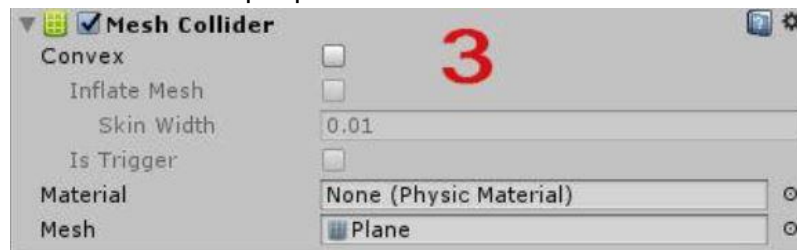# URBAN TRAFFIC SYSTEM PRO 2020

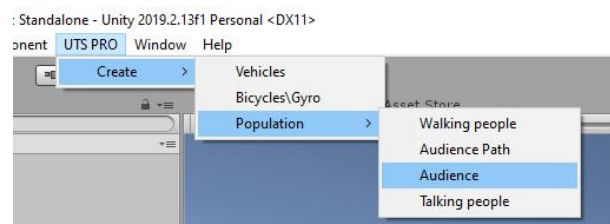## Tutorial - How to create a path for Audience or Talking People.

1. It will be easy! :)

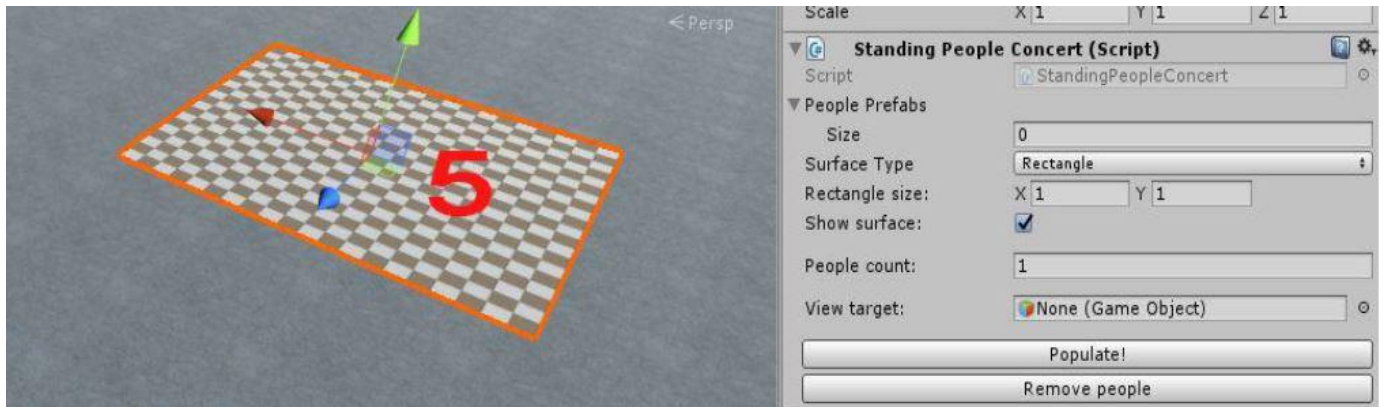2. Create any surface. I made a plane for an example.

3. The surface where people will be located must have a collider.

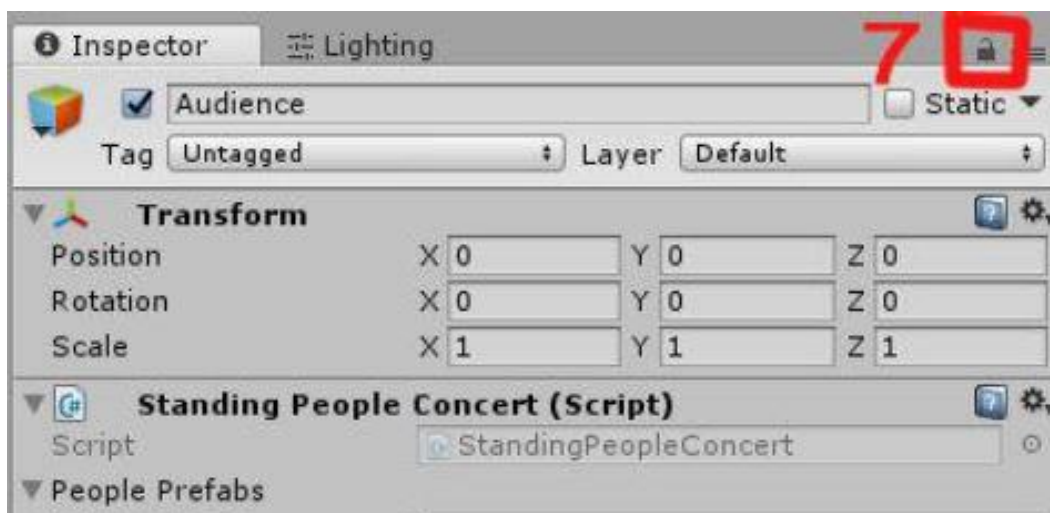4. Now choose the type of people. In this lesson, we'll look at Audience.

5. Click the mouse on the plane. And we see a checkered area where people will be.

6. Choose Audience

7. Now we need to turn on the lock for a while, this is necessary so that we can add all the people at a time.

8. And we transfer all people to the specified place, as in the picture

9. And we transfer all people to the specified place, as in the picture

10. Press the button to Populate!

11. And we see on our plane, one person.

12. We make our area 5 times larger, and add 100 characters.

13. So much better!

14. Also we can make our area of circular shape, and change the diameter.

And click on Populate!

Surface Type   ✓   Circle   ▲
Circle diameter: ✓   6
Show surface: ☑
People count: 100
View target: None (Game Object)   ○
                          Populate!
                          Remove people

15. And we see!

16. If the area with squares is no longer needed, you can turn it off.

Rectangle size: **16** ✔ X 5   Y 5
Show surface: ☐
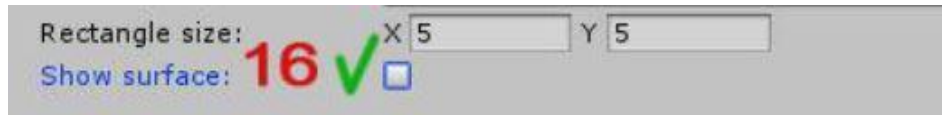
17. It looks so.

18. If we add a target, then all people will look at it. Do not forget to click the Populate! Every time!

Surface Type	Rectangle	⬍
Rectangle size:	X 5 Y 5	
Show surface:	☐	
People count:	100	
View target: **18** ✔	🔵 Sphere	⊙
Populate!		
Remove people		
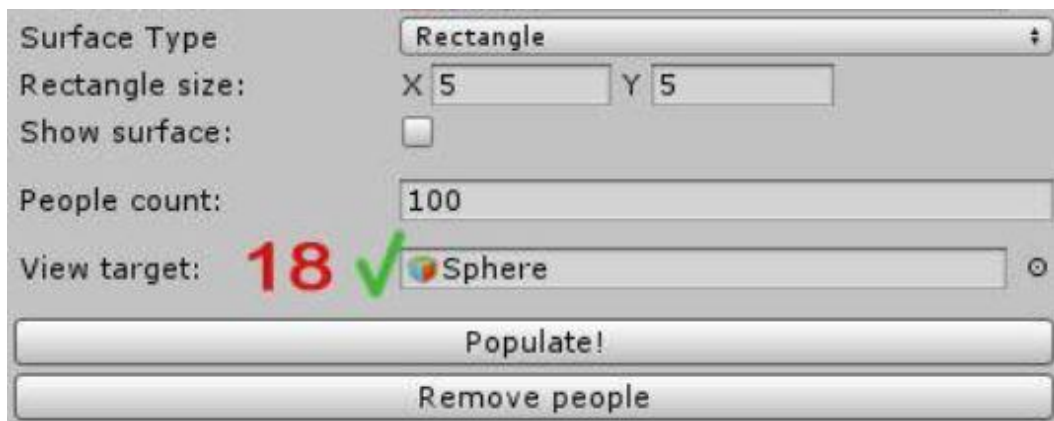
19. I think it's not in vain that we added this function with a target!☺

20. High to spawn function. The name speaks for itself.

21. For example: You have surfaces with different heights, such as stairs and bridges, this parameter will help you to position people correctly so that they are where you want them.

And remember, until you hit the Populate! Your settings will not be updated!

GOOD LOOK! ☺