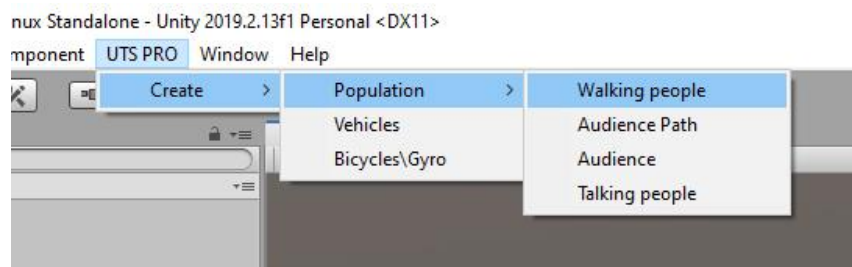# URBAN TRAFFIC SYSTEM PRO 2020
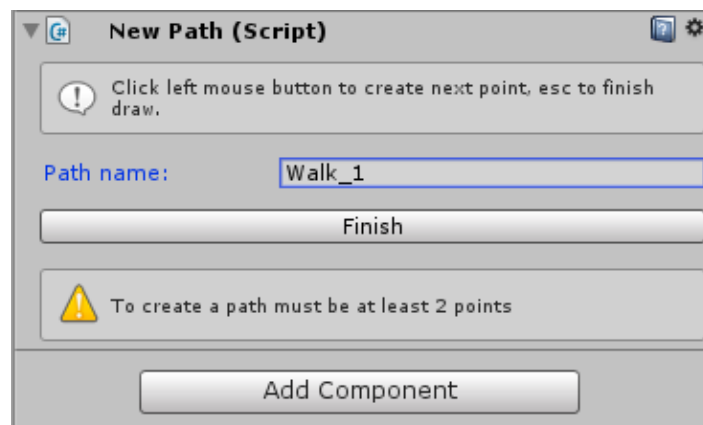
Tutorial - How to create a path for Walking people.
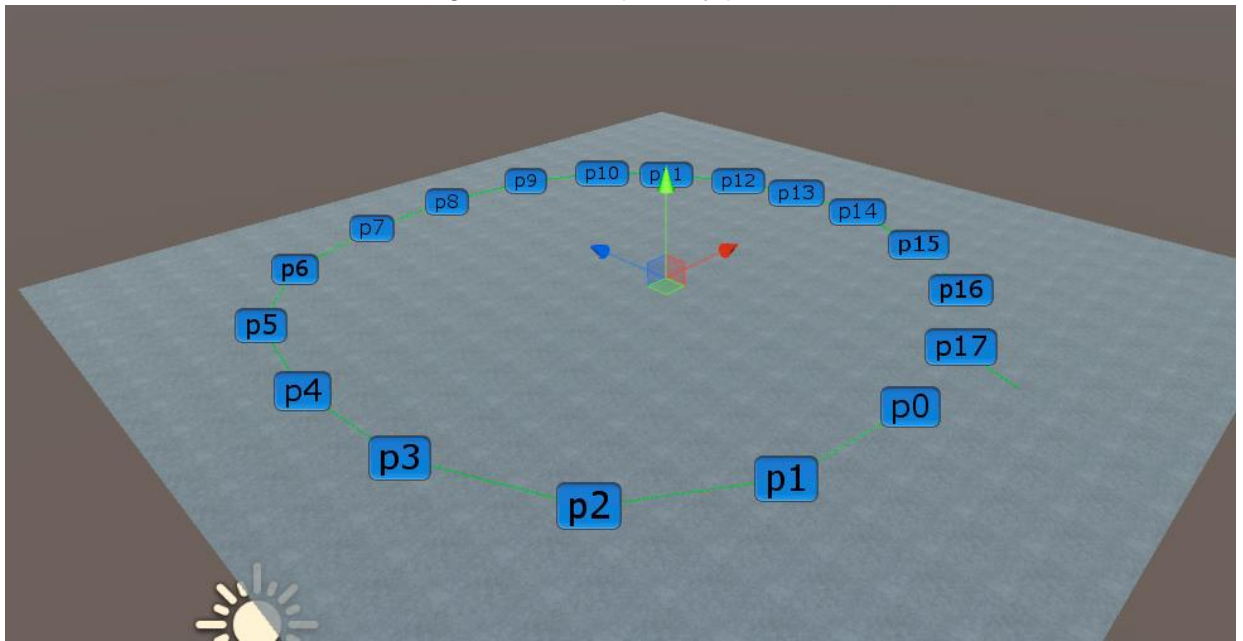
1. Create a new scene.

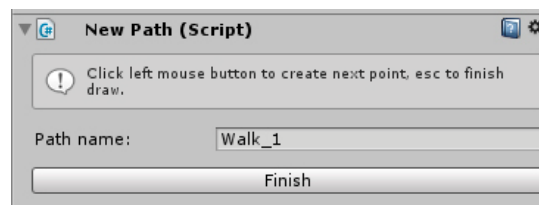2. Next, choose the Walking people.

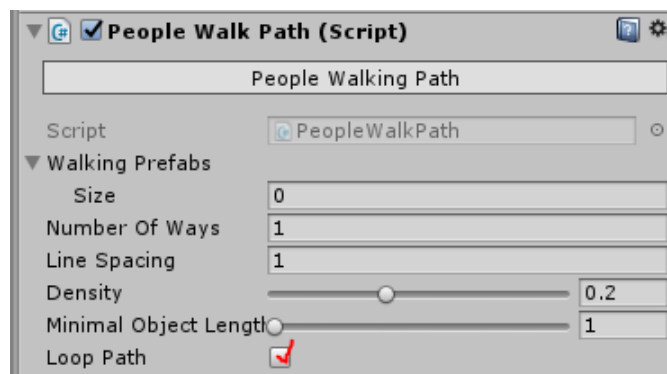3. In the Path name section, write any path names.

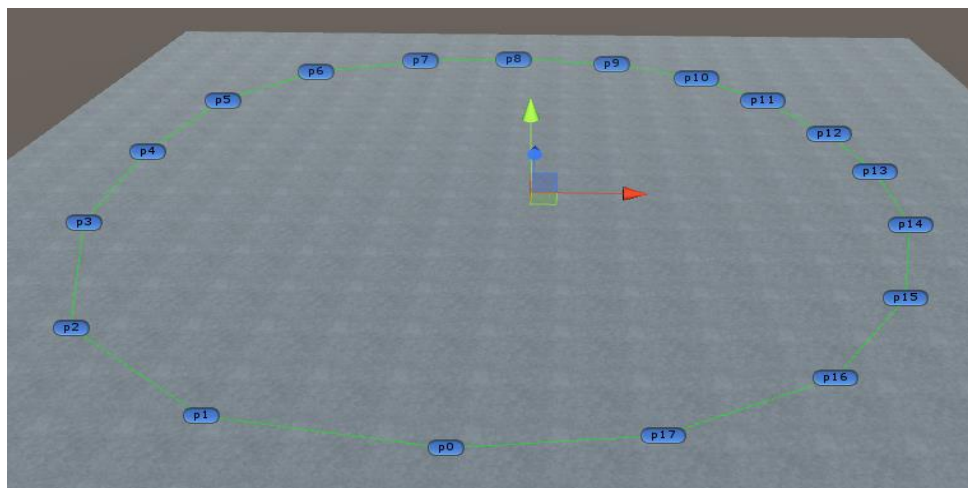And we begin to build a path by points.
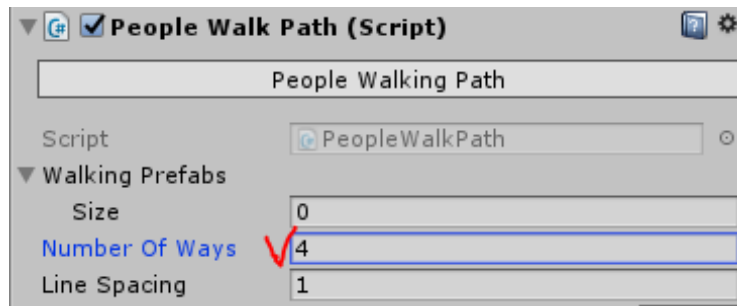

And press the Finish button.

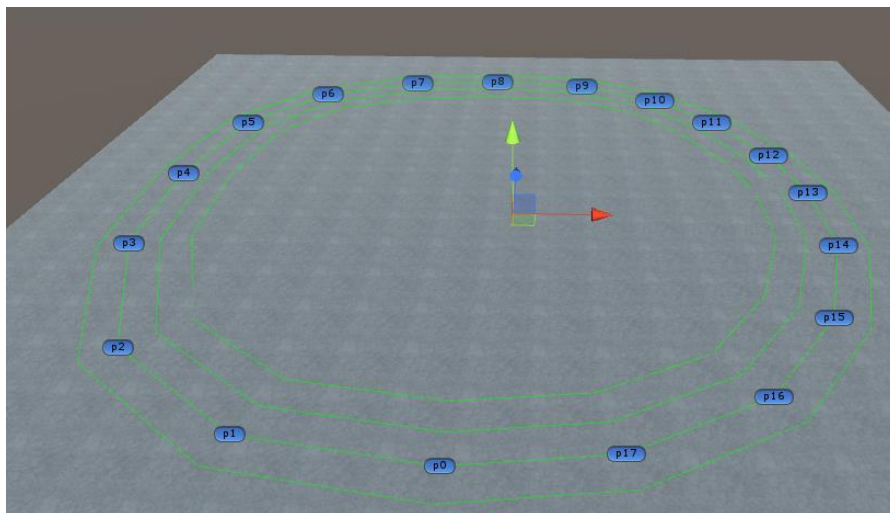4. If you need to loop the path, then press the Loop path button.

Then people will go around in a circle.
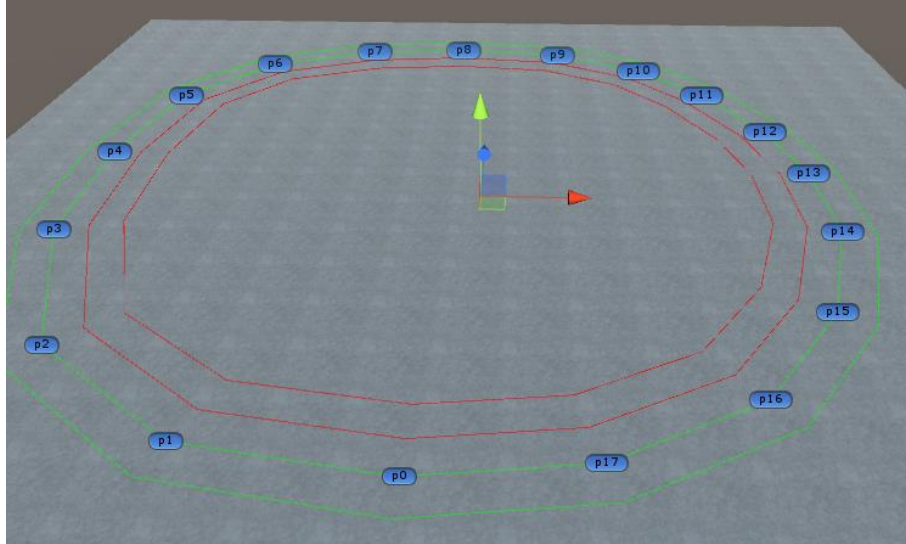
5. Choose the number of paths

People Walk Path (Script)

People Walking Path

Script	PeopleWalkPath
▼ Walking Prefabs	
Size	0
Number Of Ways	4
Line Spacing	1

6. Also you can change the distance between paths.

People Walk Path (Script)

People Walking Path

Script	PeopleWalkPath
▼ Walking Prefabs	
Size	0
Number Of Ways	4
Line Spacing	0.7
Density	0.2
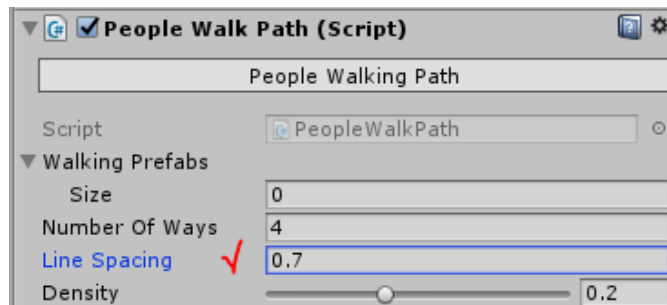
7. In the Direction section, select the direction of the oncoming traffic Hug Left

Direction	Hug Left
Erase Radius	2
Add Point Distance	2
Animation State	
Rand X Pos	0.1
Rand Z Pos	0.1
Walk Speed	
Run Speed	
View Angle	

Forward
Backward
✓ Hug Left
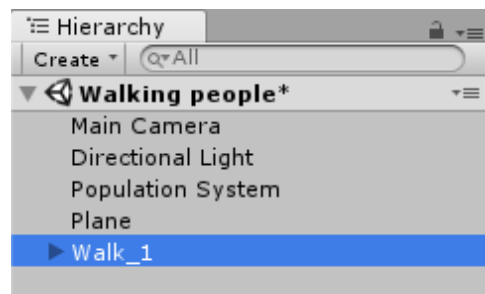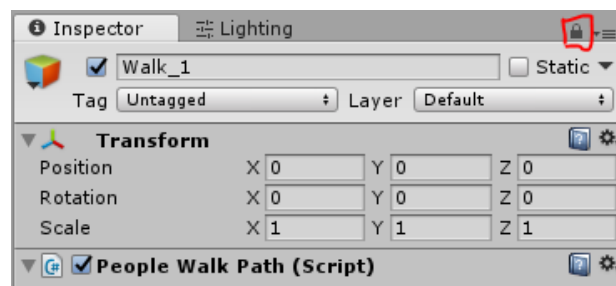Hug Right
Weave Left
Weave Right
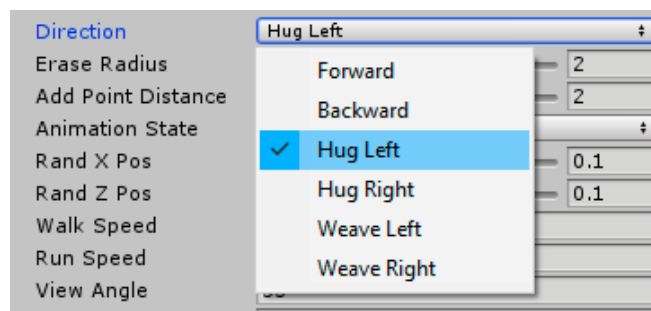
8. Now we add prefabs with people to the scene. They are in Assets / UTS_PRO /Models / People / Prefabs/ People Prefabs.
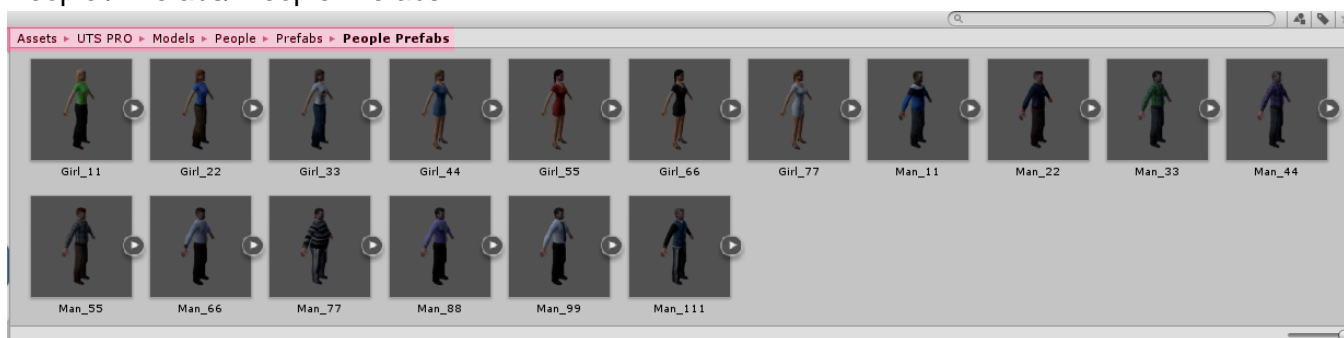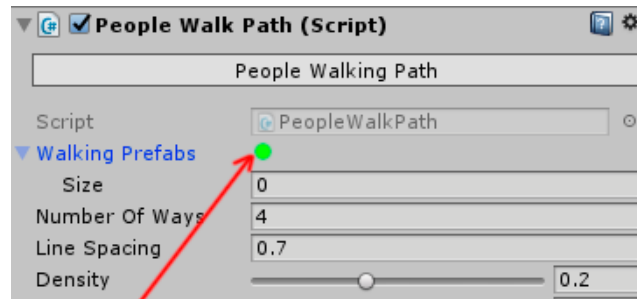

9. Select the path that we created

10. 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.
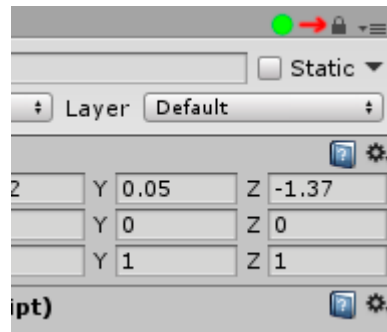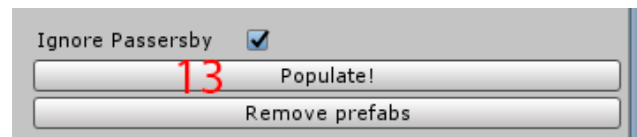
11. Select all people.

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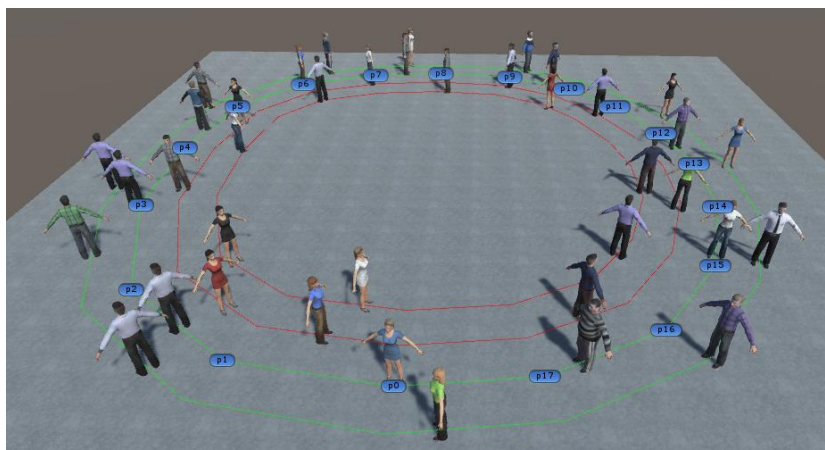

Now you need to open the lock back

13. After all the people is added, we can click the Populate!

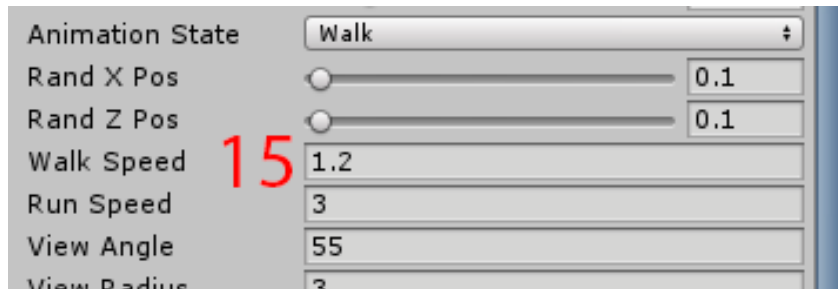After that, we will see the people in the scene.

14. The Density parameter is responsible for the amount of people in the scene.

15. Now we can set the speed of movement for all people. But I do not advise you to change the speed of the step, because it is chosen perfectly.

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

16. When this feature is enabled, people will stop colliding with other people from other paths if two paths intersect.

17. If you built a path, but you do not have enough points to smooth the path, then this function can add points in the places where they are needed. The more points, the smoother the people will go.

18. This function removes unnecessary points in the paths.

19. This button can hide all the paths and points in the scene.

20. This button is useful to you if you accidentally deleted one of the points in the path using the delete button (on the keyboard). Then this button will restore your path, and fix the errors.
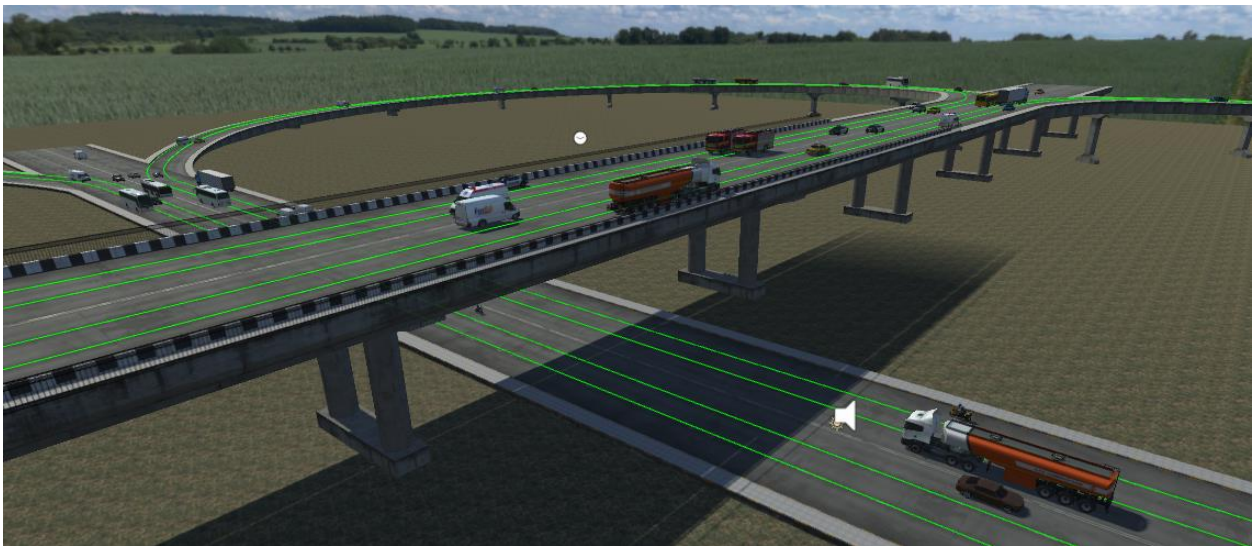
21. High to Spawn – parameter is necessary if there are bridges in the scene, for example, as in the picture below.

And also for such bridges, it will be very useful!

GOOD LOOK! ☺