RCK 2

(Unity5)

RCK 2 is a new package which is designed for Unity 5 Car Games that would give you the ability to work and hand it easily.

Features of this package :

- Damage feature included sound and real car damage feature
- Cameras are all set fine and The views can be easily changed and shifted
- Car controls are all real that would give you the real sense of driving
- This package is easily manipulated and edited
- Brake lines and particles are perfectly used in this package
- The car include shifting system
- The asset include mobile control (UI)

This package included some scripts that you can easily change and utilize in this package and car.
You can find all the main scripts in " Scripts " folder .

Script Instructions :

- **VehicleControl** (This is the main script which is used to control the vehicle and car.)

The settings of this car as 5 parts Including the following things

1. **Car wheels**
2. **Car lights**
3. **Car sounds**
4. **Car particles**
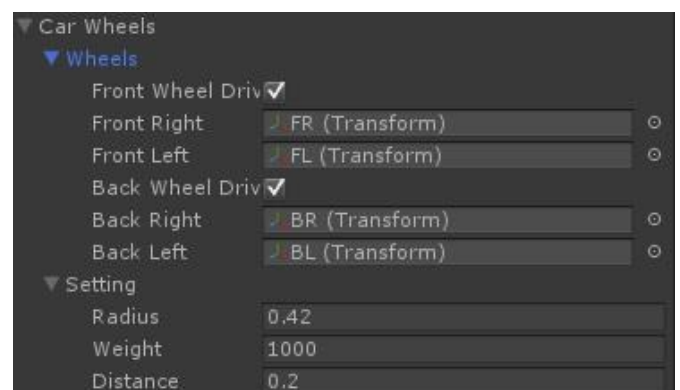5. **Car settings**
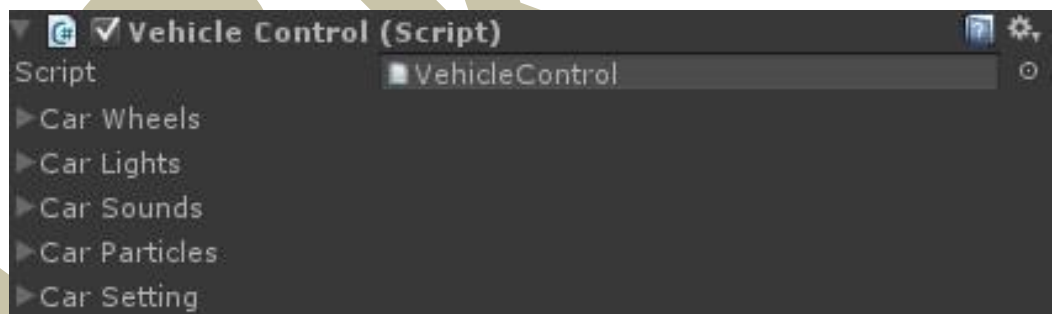
1. <u>Car Wheels:</u>

Wheels : In this part you must connect the wheels of the car

- **Wheel Drive** : Movement of car (2 wheels , 4 wheels)

- **Wheels** (connect the wheels of the car)

Settings : This part is used to settings the wheels
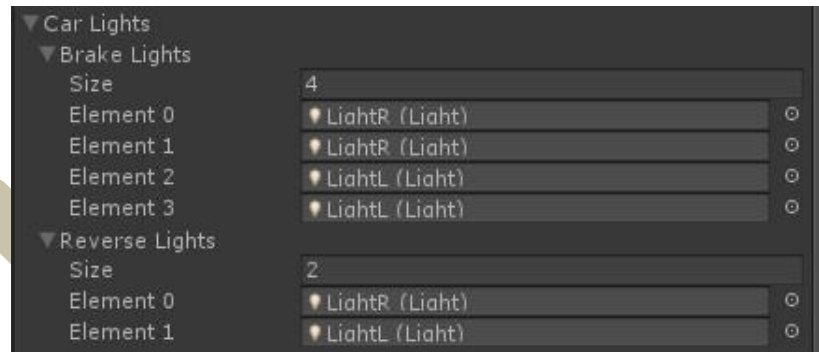
- **Wheel Radius** : collider size of wheels

- **Wheel weight** : Weight rate

- **Distance** : Distance of car body and wheels

2. Car lights:

It's used to set and put the front and back lights of the car

- **Brake Lights** (Accelerating or braking light)
- **Reverse Lights** (Reverse Lights of car)

Car Lights	
▼ Brake Lights	
Size	4
Element 0	LiahtR (Liaht)
Element 1	LiahtR (Liaht)
Element 2	LiahtL (Liaht)
Element 3	LiahtL (Liaht)
▼ Reverse Lights	
Size	2
Element 0	LiahtR (Liaht)
Element 1	LiahtL (Liaht)

3. Car sound:

This one is used to set the sounds of the car

- **Nitro** (nitro audio)
- **Switch Gear** (switch gear audio)

Car Sounds	
Nitro	Nitro (Audio Source)
Switch Gear	SwitchGear (Audio Source)
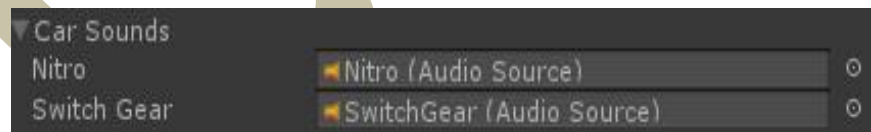
4. Car particles:

This one is used to put and set the particles such as break prefab and smokes and nitro

- Brake Particle Prefab
- Shift Particle 1
- Shift Particle 2

Car Particles	
Brake Particle Perfab	WheelParticle(Brake)
Shift Particle 1	Particle Svstem1 (Particle Svstem)
Shift Particle 2	Particle Svstem2 (Particle Svstem)
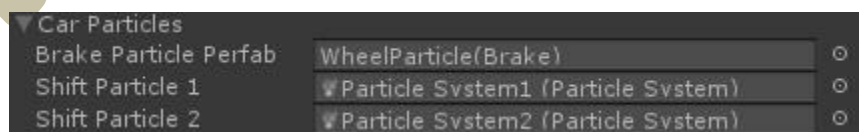
5. Car Settings :

The main setting of the car is found in this part

- **Show Normal Gizmos** : You can find out the Normal size and shape of selected car

- **Car Steer** : Steer Object Of Car

- **Hit Ground** : change the smoke and sound of slipping the car from tag

- **Springs** : Spring Rate

- **Dampers** : dampers rate

- **Car Power** : power of moving the car

- **Brake Power** : Power of braking

- **Shift Centre** : when the car is contrast

- **Max Steer Angle** : The Range Rotation of the front wheels of car

- **Stiffness** : friction of car and wheels

- **Automatic** : This part can put your gears on Automatic system , Otherwise you could change the gears by using Page up and down .

- **Gears**: The Car gears
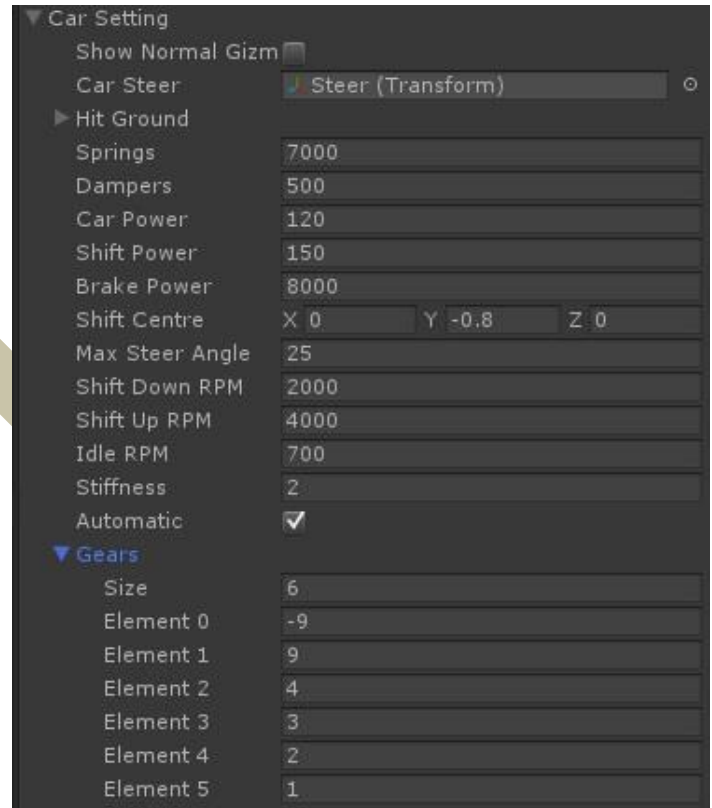
you can change it

contact info:
3dpowermax@gmail.com