

# Networked Car Example

## Important!

**You need to import the Particle Systems Package, Environments Package and Vehicles Package into your project before you first enter play mode!**

I like to thank you first for purchasing this, it really supports and motivates to further develop this asset. All future updates will be free of charge of course.

If you want a feature be added that isn't already listed on the store page, please contact me at: [Rubenruben1997@hotmail.com](mailto:Rubenruben1997@hotmail.com)

## Features of this packet:

- Fully networked vehicles
- Player names above vehicles
- Vehicle damage and exploding system
- Store multiple player action commands in 1 syncvar string
- Small test scene
- Simple main menu example
- Simple networked, traffic AI

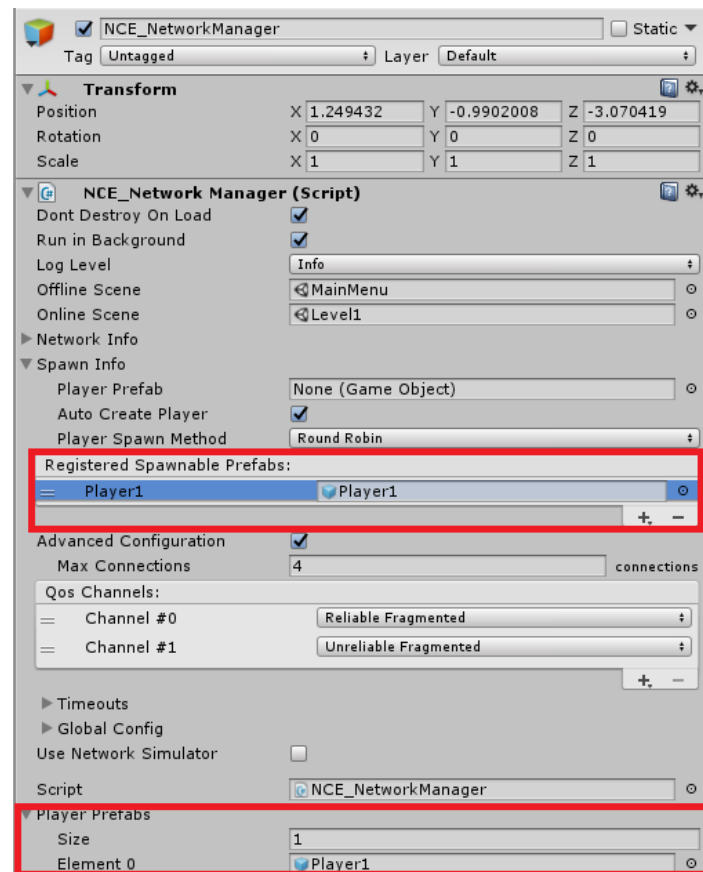
## Some things to know:

***You can add multiple vehicles to the spawning system:***

-First you just need a other prefab exactly setup like one of the original prefabs(best is to just copy the prefab and keep the original as a base for a new car)and such as long you don't do anything with the scripts and its references at the root of its object).

-Go to the NCE\_networkmanager in the main menu scene and add the second vehicle prefab (you have to drag it in from the project tab not the scene tab!) to the playerprefabs list and the registered spawnable prefabs.

-You're done!



***There are 2 types of syncing methods in this asset***

-By default the NetworkTransform component is used to sync transform and rigidbody values, all though it's pretty decent, you will notice some snapping every once and a while.

-The second method is a combination of 2 scripts: client\_vehicle\_rigidbody and client\_vehicle\_transform (if you use these scripts make sure you have the networktransform disabled!). These scripts combined give you a more smooth movement and more accurate rigidbody experience. The downside for these scripts is that they are (much) more demanding for the network. So use these only if you need accurate collisions, or have a small player amount per game (recommended is 4 ish).

## Troubleshooting:

***When a player disconnects, the player objects freezes and vanishes after a couple of seconds, giving some warnings afterwards (Unity 5.6 or higher)***

Sadly this probably a bug in the current version of unity, more over this issue can be read over here:

<https://forum.unity3d.com/threads/unity-5-6-unet-stopping-client-via-networkmanager-timeouts-connection-instead-of-disconnect.466158/>

**Sometimes when a client destroys its player object after a explosion, a couple of warnings appear (Unity 5.6 or higher)**

This warning happens when networkserver.destroy gets called. Its rather harmless but looks a bit unpolished: more over this can be read over here:

<https://forum.unity3d.com/threads/warning-instance-not-found-when-handling-command-message.360750/>

# ChangeLogs

## ChangeLog v1.03

Added:

- Vehicles can now be selected in the main menu

## ChangeLog v1.02

Added:

- Vehicle engine sounds are now 3d sound instead of 2d
- All 3 types of vehicles can now be found in traffic
- AI vehicles now show brake lights when braking
- AI vehicles now slowdown and brake when a player or AI vehicle blocks them

Fixes:

- Handbrake no longer locks when used
- AI vehicles now go to the correct first node

## ChangeLog v1.01

Added:

- Camera stance mode when the player is paused, old camerastance get set again when exiting the pausemenu (players still can drive their vehicle when paused)
- First pass on traffic! For now its a crude system but it gets improved over time
- Added TrafficLights and Stop Sign props into the world