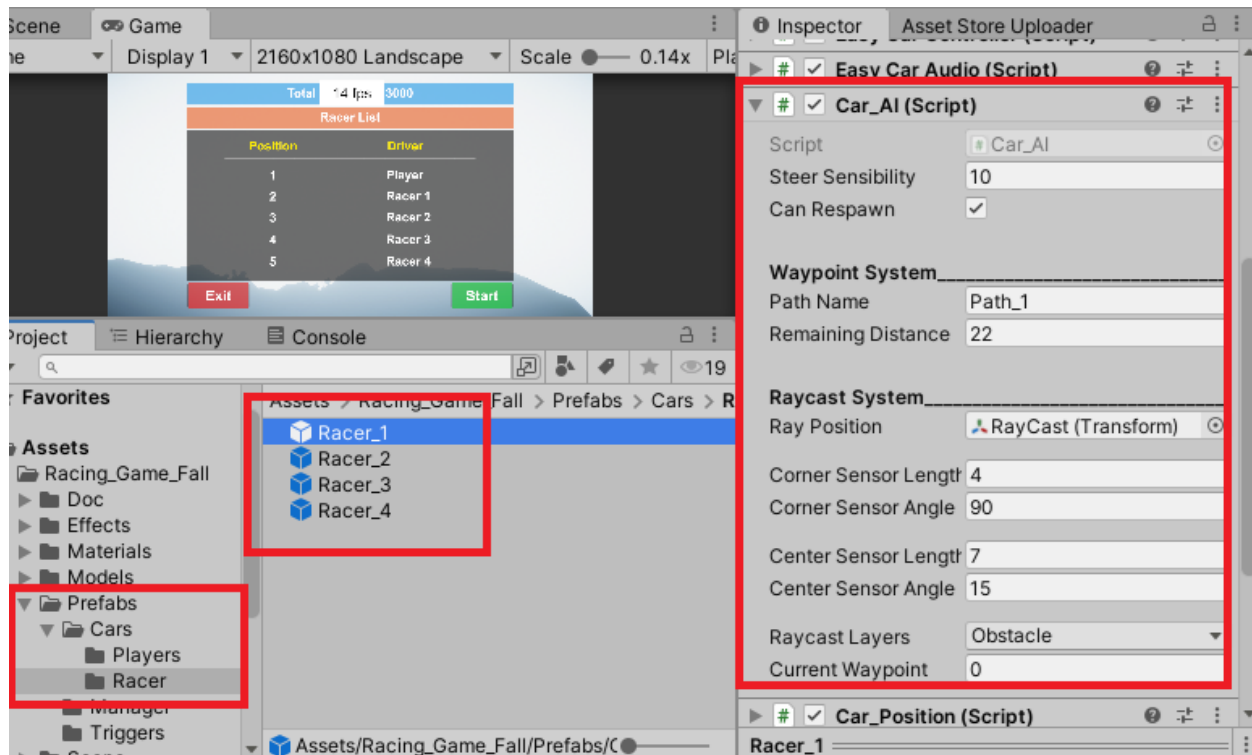


How to customize AI behaviors?

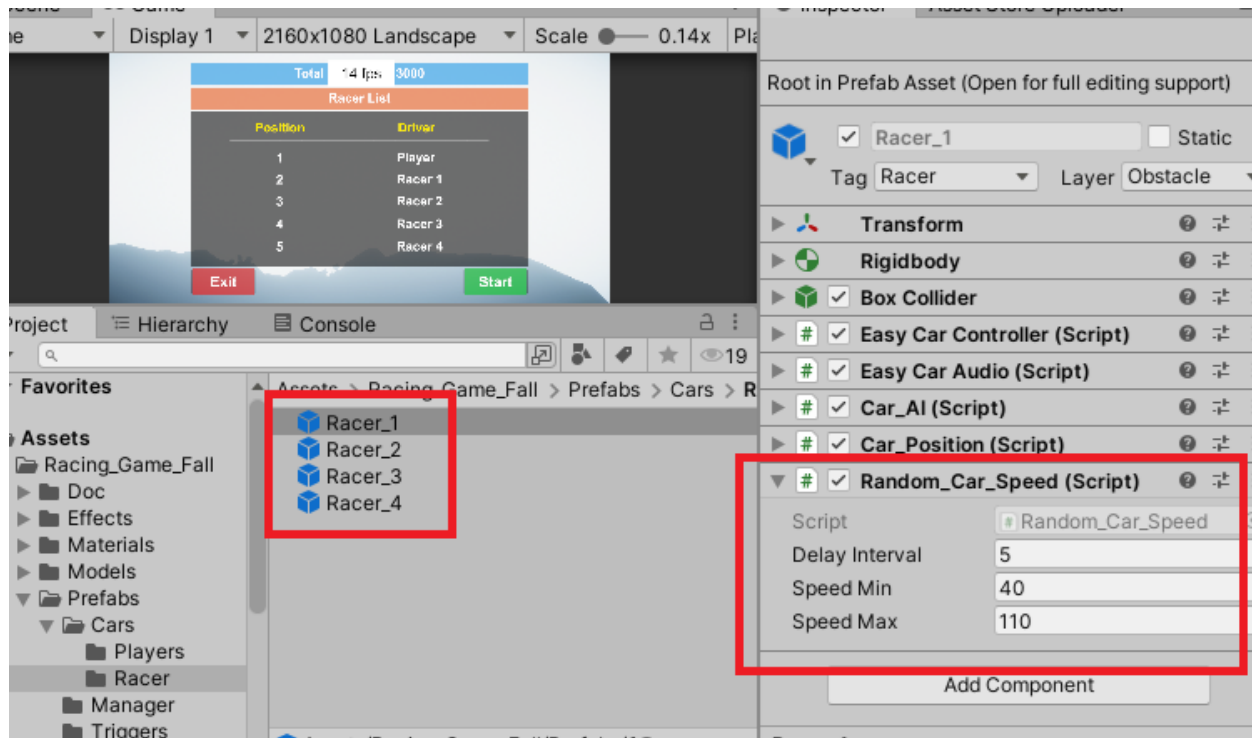
You can select racer prefab from the **Prefabs->Cars->Racer** and change its **Car_AI** component settings:



Most important part is the sensor settings (length and angle)... Just change the values to have different AI behaviors...

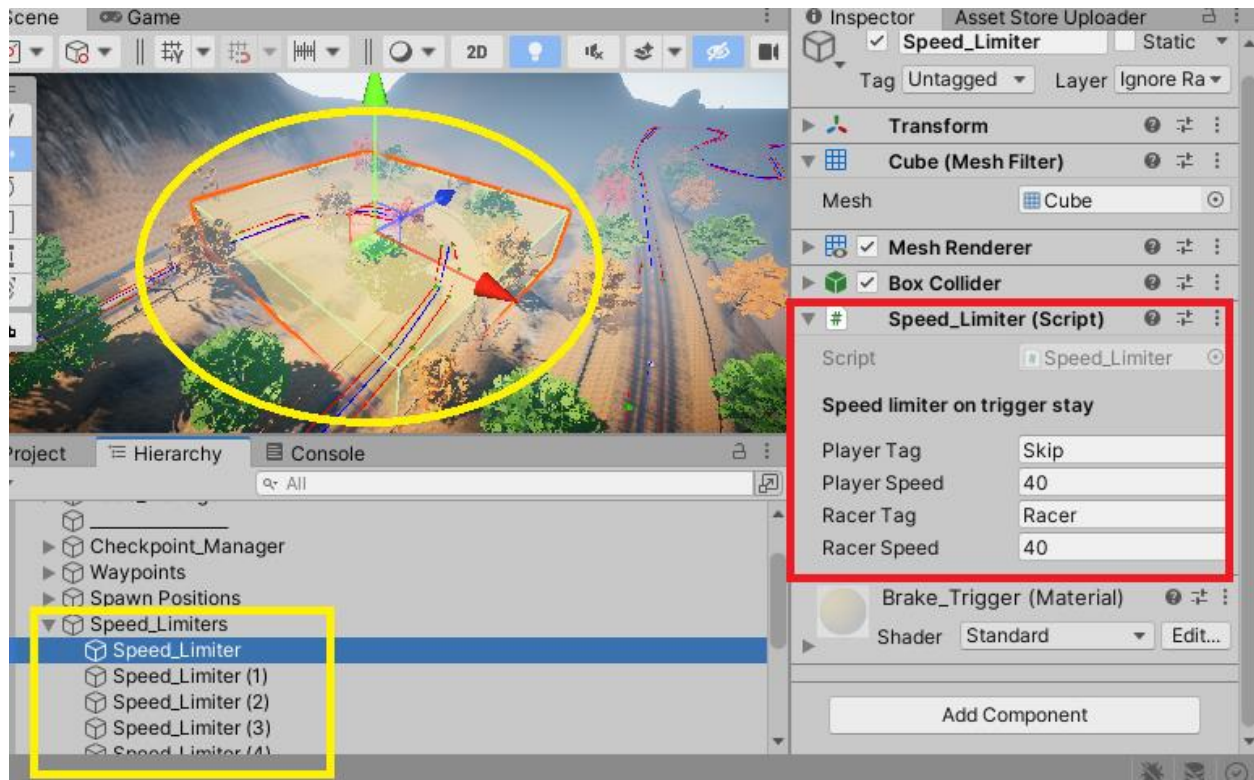
Note: The default settings is very good

If you like to make your racer speed, just select racer prefab and change the **“Speed Min”** and **“Speed Max”** value in the **Random_Car_Speed** component:

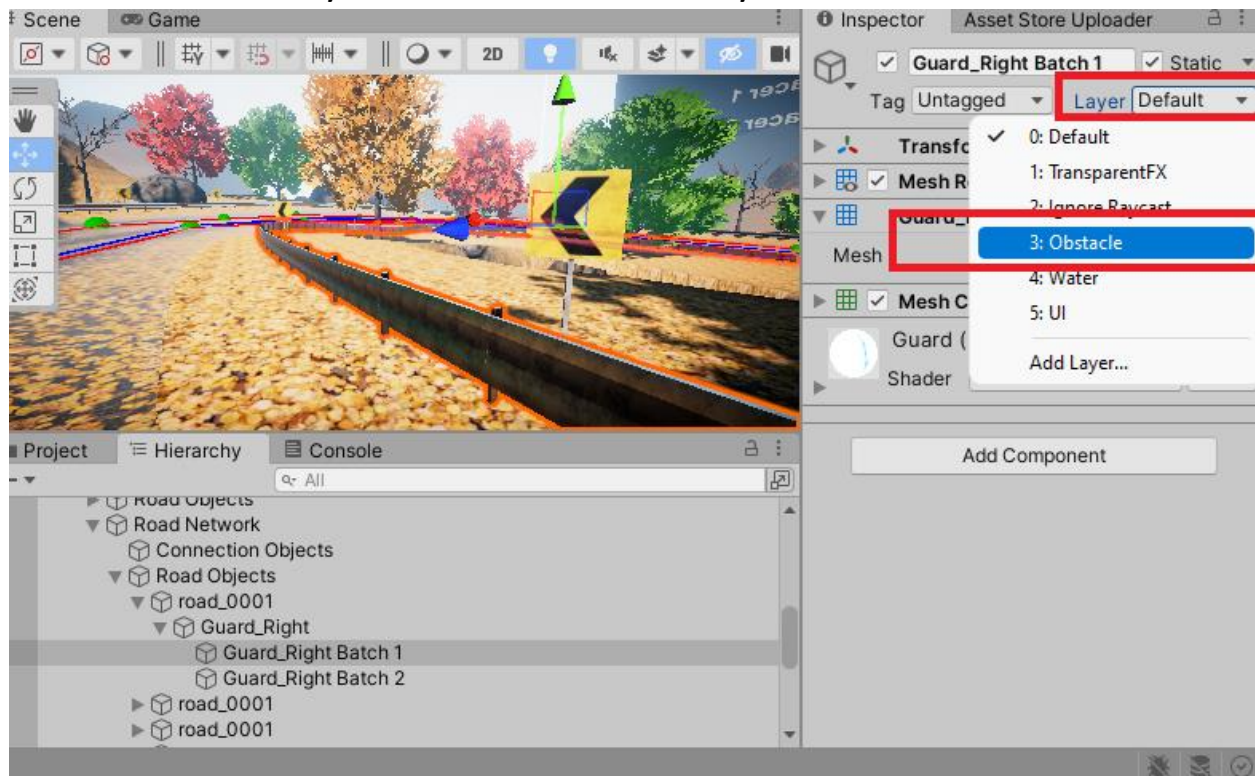


Note: This speed values only works when the racer is out of the speed limiter triggers

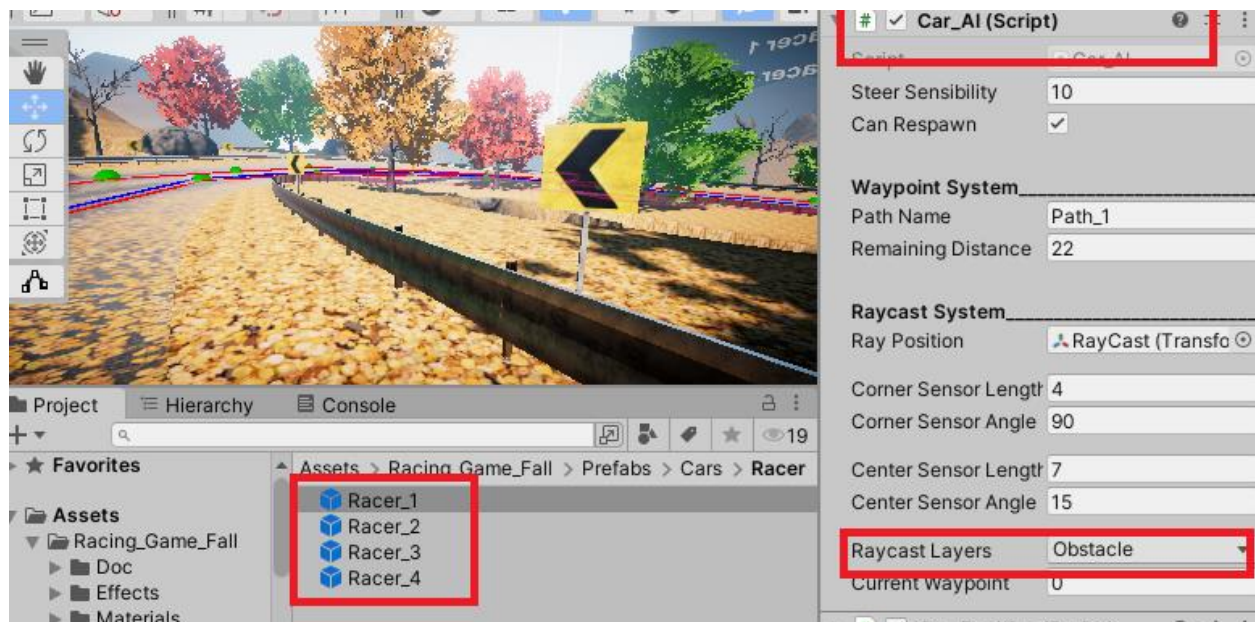
Speed limiters is useful to control racer speed at hard angles to avoid going out of the road or crash



Note: Racer AI only detect the **Obstacle** layer:



You can change it from **Car_AI** component:



Racer AI will follow the path (waypoints) and avoid obstacles by sensors
You can enter a different path name for each racer to follow your desired path

Also the **“Remaining Distance”** is important to pass the current waypoint and follow the next waypoints. The default settings is good:

