Possible setups of the speedometer script can be found below (Pictures!).

To setup the speedometer, follow the following steps:

1: Create an empty GameObject and place it onto (0,0,0). Not necessary, but this will keep your hierarchy clean of flying objects in various positions.

2: Rename the empty GameObject to anything you like, i.e: "SpeedoMeter", "Compass", "Circle".

3: Drag the SpeedoMeterScript onto this empty GameObject.

4: Insert a custom-skin, a Compass Texture, and the Needle texture you desire to use. Each of the three above are supplied in the dummy scene. Don't touch the "Angle" and "PlayerScript" variable, because they are being dynamically updated when playing the game.

5: Look a bit into the test scene to see how the two scripts are executing.

5a: If you are planning on not adjusting the scripts yourself, you have to Create another GameObject. By going to GameObject -> Cube. Drag the PlayerScript onto this cube and attach a rigidbody. To prevent the cube from spinning, in the rigidbody -> Constraints -> Freeze Rotation X,Y and Z. (Also make sure there is a camera attached behind the player so you can follow him around).

5b: If you are planning on adjusting the scripts, and are getting rid of the PlayerScript, make sure that the following line of code is deleted:

SpeedoMeterScript.cs
*this.angle = startingAngle + (((playerScript.oldVelocity / capValue) * percentage) * maximumDegrees);*

And adjust it with example:

*//this.angle = startingAngle + (((currentValue / startingValue) * percentage) * maximumDegrees);*

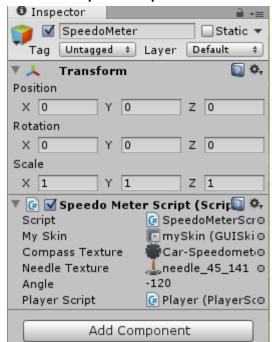Now, when running the game, the needle wont work obviously, but you are able to insert your own "currentValue" from another script if you desire.

Further documentation and explanation of what each variable does,
can be found in the **SpeedoMeterScript.cs**

If you have any questions, please address me through my personal
e-mail address: wabo@live.nl.

Possible Setup for the SpeedoMeter

Inspector

	SpeedoMeter	Static ▼

Tag Untagged ▲ Layer Default ▲

Transform

Position
X 0   Y 0   Z 0

Rotation
X 0   Y 0   Z 0

Scale
X 1   Y 1   Z 1

Speedo Meter Script (Script)

Script	SpeedoMeterScro
My Skin	mySkin (GUISki
Compass Texture	Car-Speedometo
Needle Texture	needle_45_141
Angle	-120
Player Script	Player (PlayerSco

Add Component

Note: Please don't forget to read the documentation on top.
- Summary: Dont touch "Angle"and "Player Script" variables.

Possible Setup for the Player →
Note: Dont forget to attach the rigidbody.

Inspector

	Player	Static ▼

Tag Untagged ▲ Layer Default ▲

Transform

Position
X 19.0586   Y 0.366363   Z 6.235138

Rotation
X 0   Y 0   Z 0

Scale
X 1   Y 1   Z 1

Cube (Mesh Filter)
Mesh   Cube

Box Collider
Is Trigger   ☐
Material   None (Physic Mater

Center
X 0   Y 0   Z 0

Size
X 1   Y 1   Z 1

Mesh Renderer
Cast Shadows   ☑
Receive Shadows   ☑
Materials
Use Light Probes   ☐

Player Script (Script)

Script	PlayerScript
Needle	None (Speedo Mete
Old Velocity	0
New Velocity	0

Rigidbody

Mass	1
Drag	0
Angular Drag	0.05
Use Gravity	☑
Is Kinematic	☐
Interpolate	None ▲
Collision Detection	Discrete ▲

Constraints
Freeze Position   ☐X ☐Y ☐Z
Freeze Rotation   ☑X ☑Y ☑Z

Car

Shader Diffuse ▼

Main Color
Base (RGB)   None (Texture)

	Tiling	Offset
x	1	0
y	1	0

Select