Before Adding RCC_AICarController

First of all, be sure your vehicle is working fine before adding AI controller to it. **RCC_AICarController** must be attached to the vehicle equipped with the **RCC_CarControllerV3**. Once you add the **RCC_AICarController** to the vehicle, no need to do anything else for the vehicle. Settings for the AI will be explained below.

How the RCC_AICarController Works

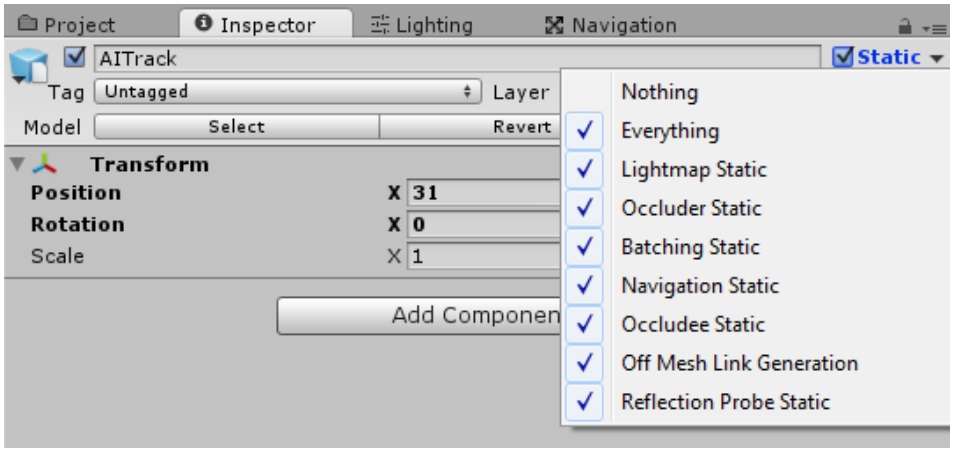
RCC_AICarController calculates path to the target point with throttle, brake, and steer inputs. And then, feeds the **RCC_CarControllerV3** with these calculated inputs.

Creating NavMesh For Scene

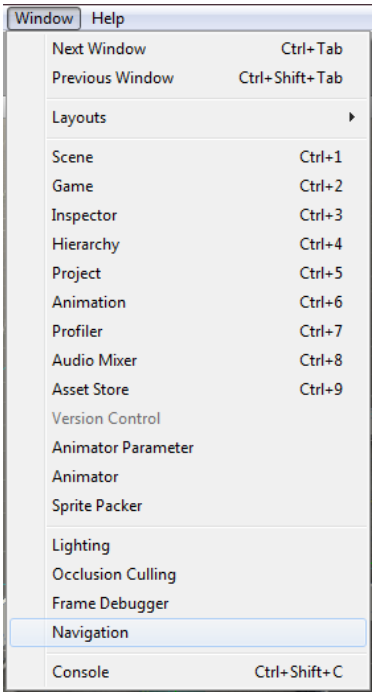
AI is using **Unity's Nav Mesh** for calculating the path. Therefore, you must bake and create navigation mesh for your scene first. AI won't be able to find correct path if your scene doesn't contain navigation mesh.

How to Create NavMesh

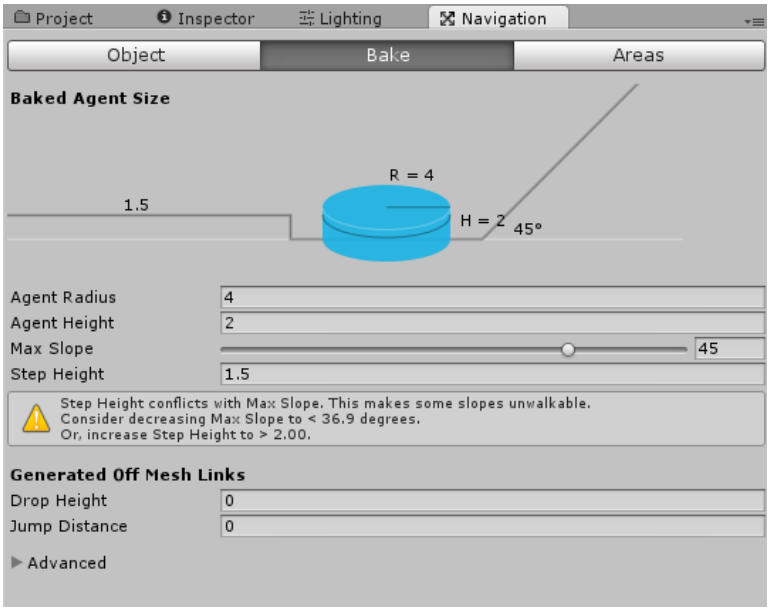
Select your all static objects (including road too). And set them "**Static**".



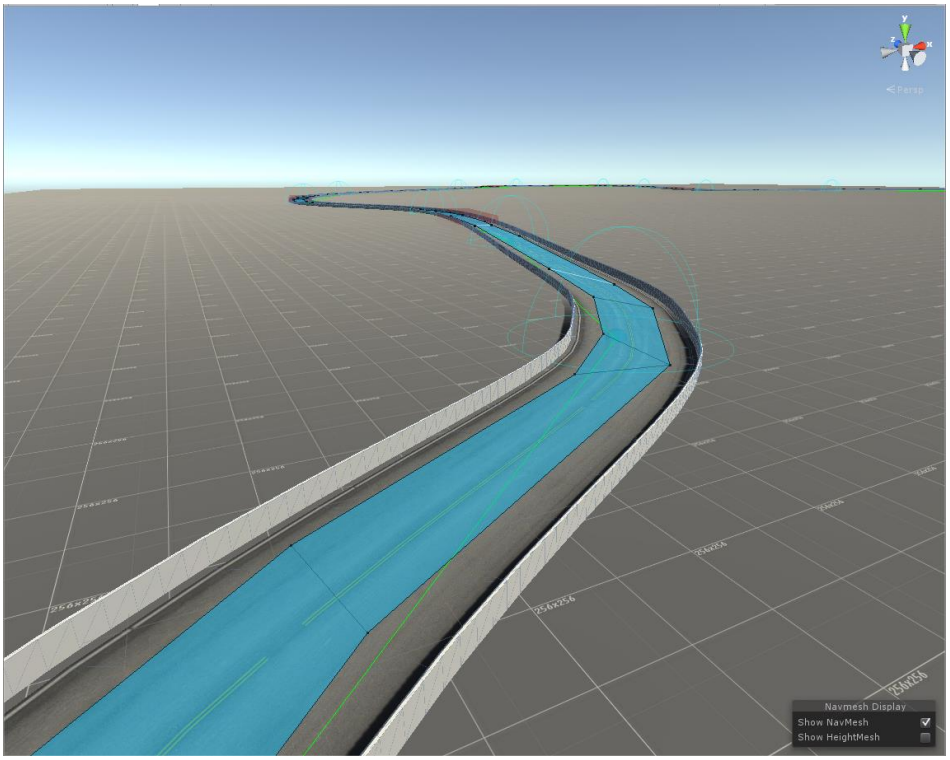
When all your static objects are marked as “**Static**”, then you can bake your navigation mesh. Open “**Navigation**” window from **Window → Navigation**.



Default settings should be like this;

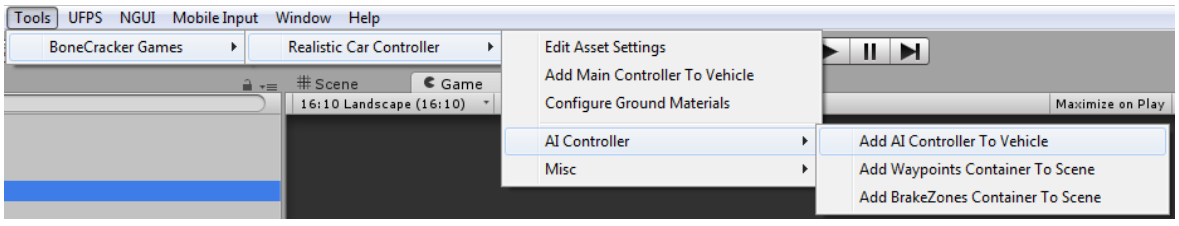


And then, click the bake button and bake your scene. Check your blue navigation mesh. AI will use this mesh for pathfinding. Should be like this;

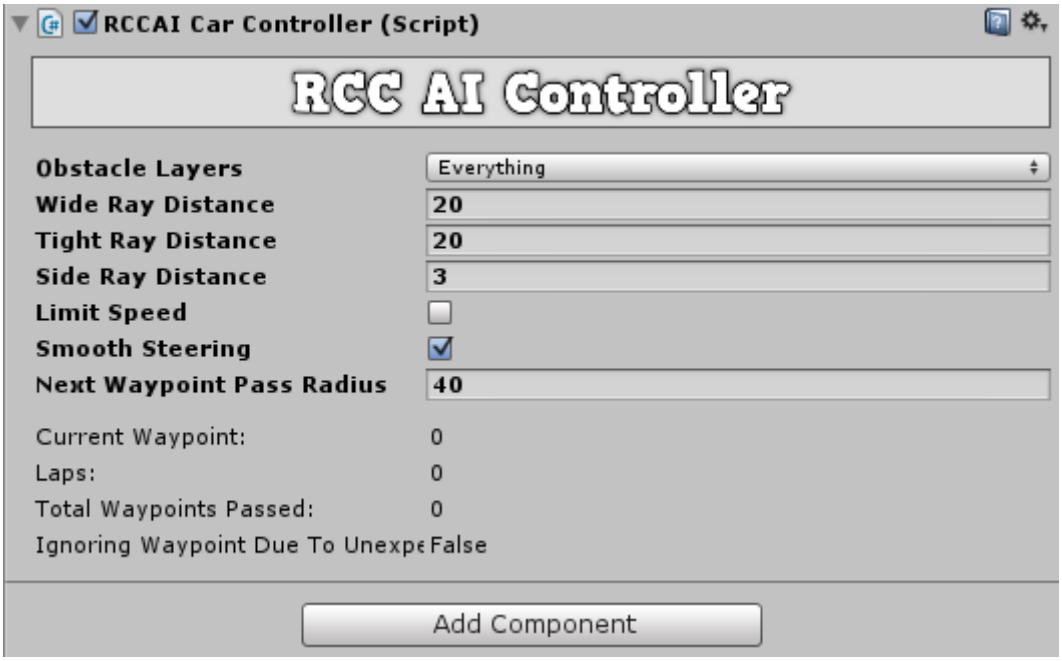


Adding AI Controller To Vehicle

First, build and configurate your vehicle. Be sure it's working properly. When everything works fine and results are as expected, you can add **RCC_AIController** to your vehicle by clicking "**Tools → BoneCracker Games → RCC → AI Controller → Add AI Controller To Vehicle**".

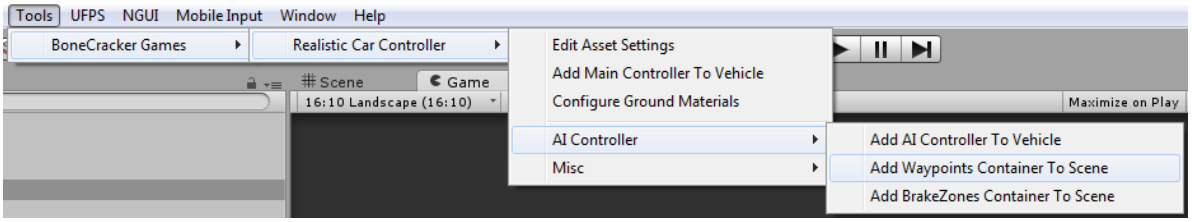


This will add "**RCC_AIController**" to the root of your vehicle;

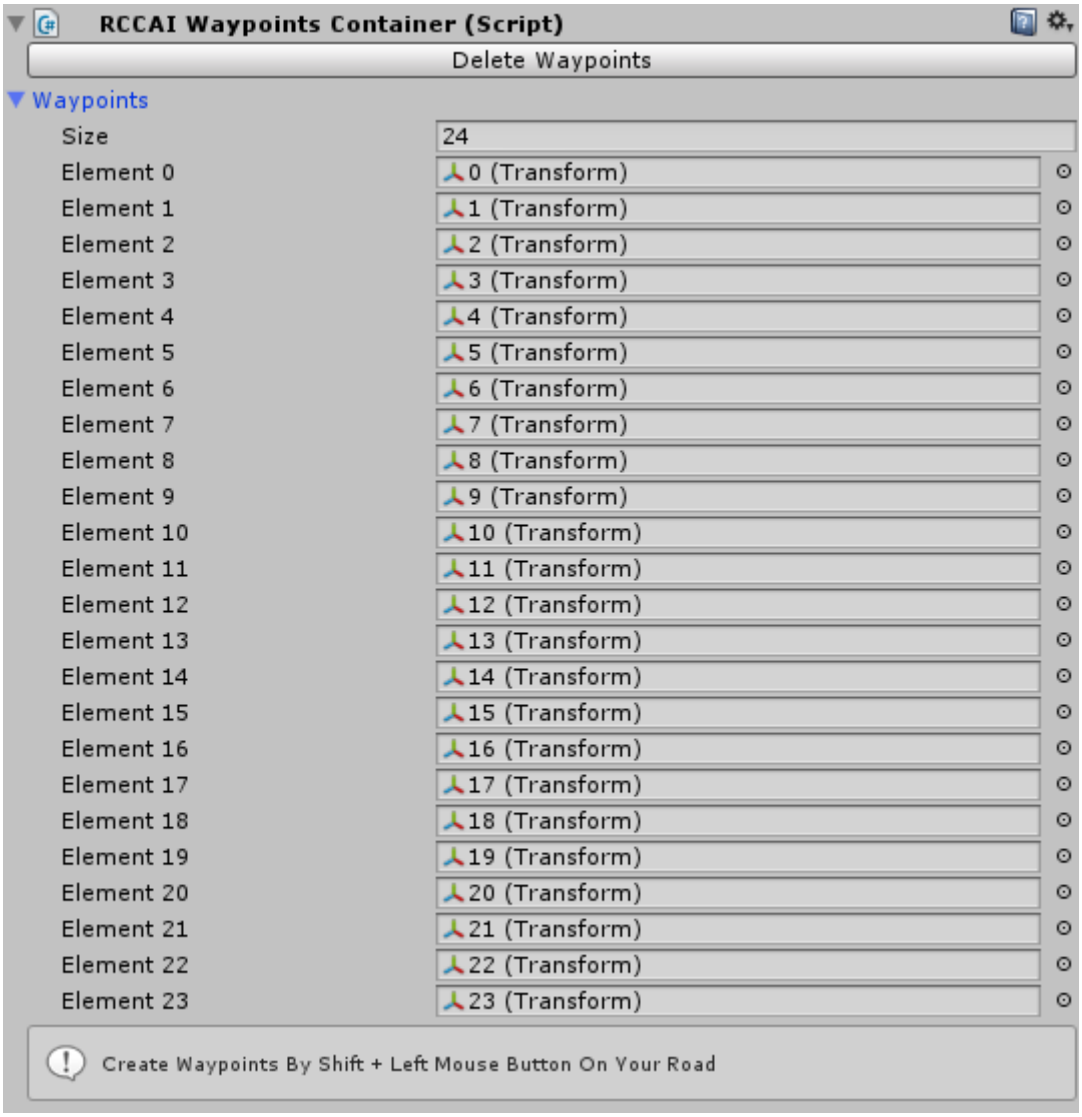


Vehicle will use "**Nav Mesh Agent**" for road path based on your waypoints, and will use raycasts for dynamic objects. If you have specified gameobjects to ignore raycasts, you can select specific layers from the obstale layers.

Adding Waypoints Container To Scene



Waypoints are used for path. You can create your own path for the AI with these waypoints. All waypoints are collected by the container. You need to create Waypoints Container in your scene to create waypoints. You can create it from the **Tools → BCG → RCC → AI Controller → Add Waypoints Container To Scene**. This will add "**RCC AI Waypoints Container**" to your scene. Select the waypoint containrt in your scene. Simply hold Shift and left click on your road to create a new waypoints. Create your path with them;



Note: Do not use **CTRL + D** for duplicating any waypoint.

Each waypoint has a target speed. Vehicle will adapt its speed to this target speed when radius.

Note: Be sure AI vehicle is close enough to the nav mesh. If it's too far away from it, pathfinding won't work.

Mode (Follow Waypoints)

Follows all waypoints in the selected container. If your scene has multiple waypoint containers, you can select specific one for the vehicle. Once the vehicle completes the lap, it will stop if option is enabled. Otherwise, it will follow the waypoints again.

Mode (Follow Target)

Follows target gameobject without crashing to it. It will stop or start to follow at certain distance. Distances can be adjusted directly from the inspector panel.

Mode (Chase Target)

Chases target gameobject. Crashes to it and it won’t stop at certain distance.