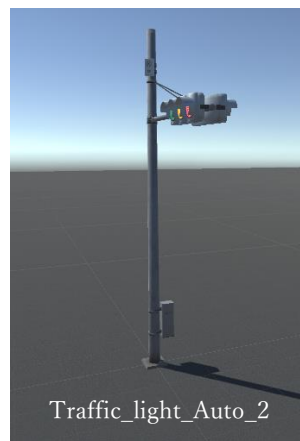
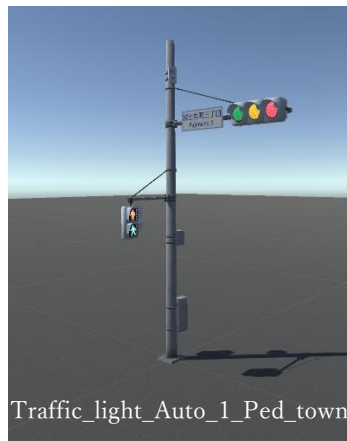
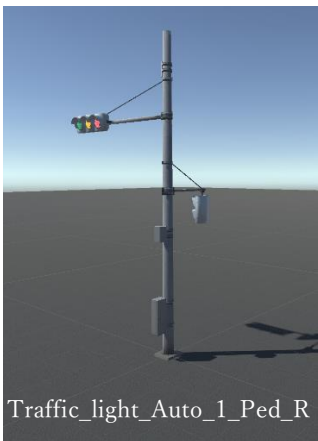


Traffic lights -Japanese use-

1 Summary

“Traffic lights” has roughly three types, for automobiles only, for pedestrians only, and both for automobiles and pedestrians. For automobiles only, there are four types, one direction, two directions, symmetrical, with town name or not. Please see below.



If you need none of the above, you can make new type from “Traffic_light_Auto_2_Ped_town”. It has all of items. So, you can make what you want by removing or moving some items from it.

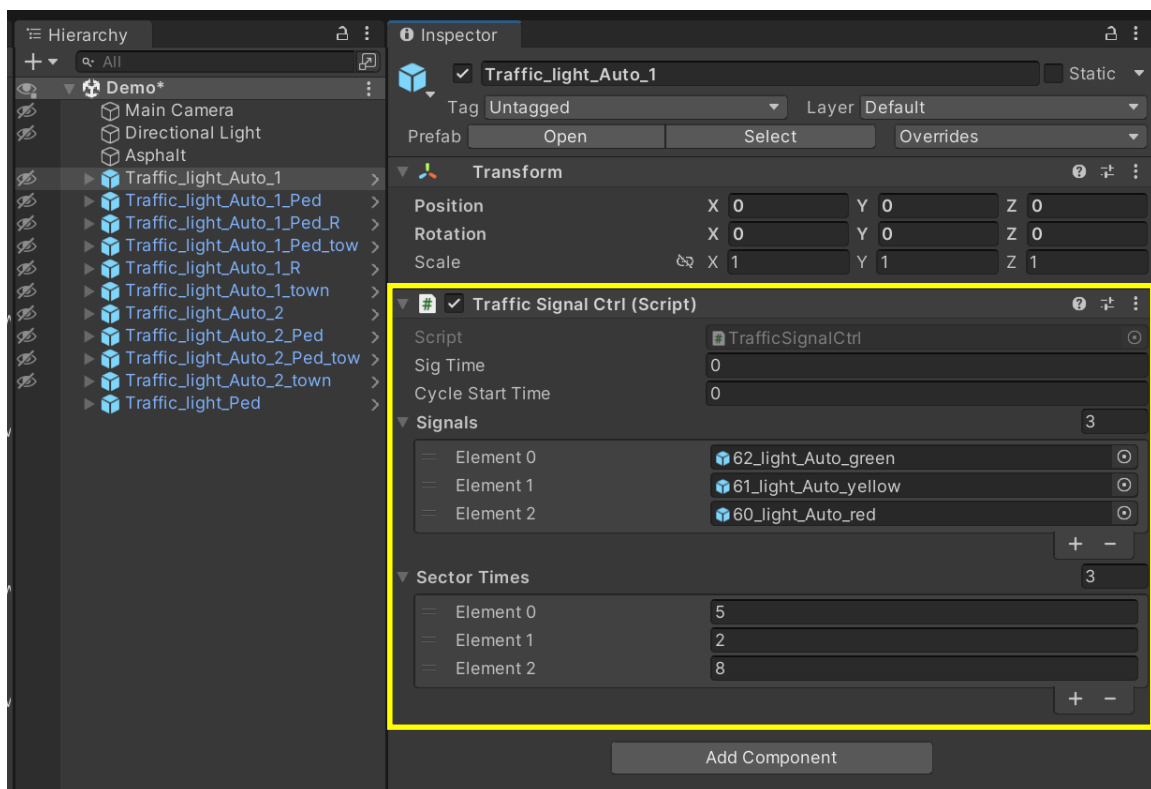
2 Control lighting duration

2.1 For automobiles

Set how many seconds each of the green, yellow and red lights turn on, and how many seconds later it starts the cycle.

Set the items of “Traffic Signal Ctrl(Script)” as below.

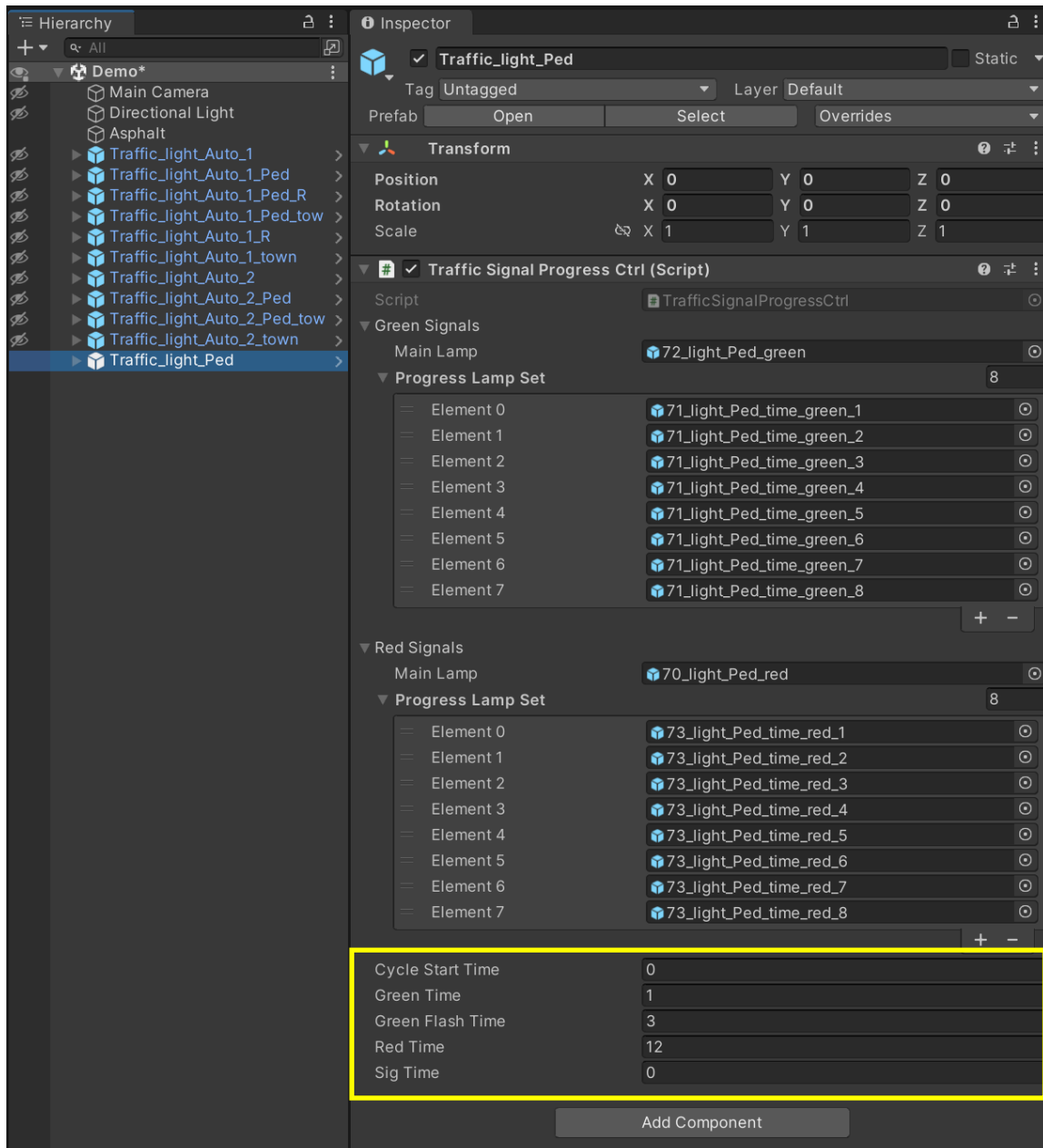
- Sig Time : 0 (unused)
- Cycle Start Time : Set how many seconds later the cycle starts.
- Signals : Already set. (Element0 : green, Element1 ; yellow, Element2 : red)
- Sector Times : Element0 : Lighting time of green
Element1 : Lighting time of yellow
Element2 : Lighting time of red



2.2 For pedestrians

Set the items of “Traffic Signal Progress Ctrl(Script)” like for automobiles.

- Cycle Start Time : Set how many seconds later the cycle starts.
- Green Time : Lighting time of green
- Green Flash Time : Blinking time of green
- Red Time : Lighting time of red
- Sig Time : 0 (unused)



3 Rewrite the town name

You can rewrite the town name on the traffic light both Japanese and English. The prefabs attached town name are named “*****_town”. If you want to change Japanese (English) name, rewrite the Text mesh “town_name_J(E)” as below.

