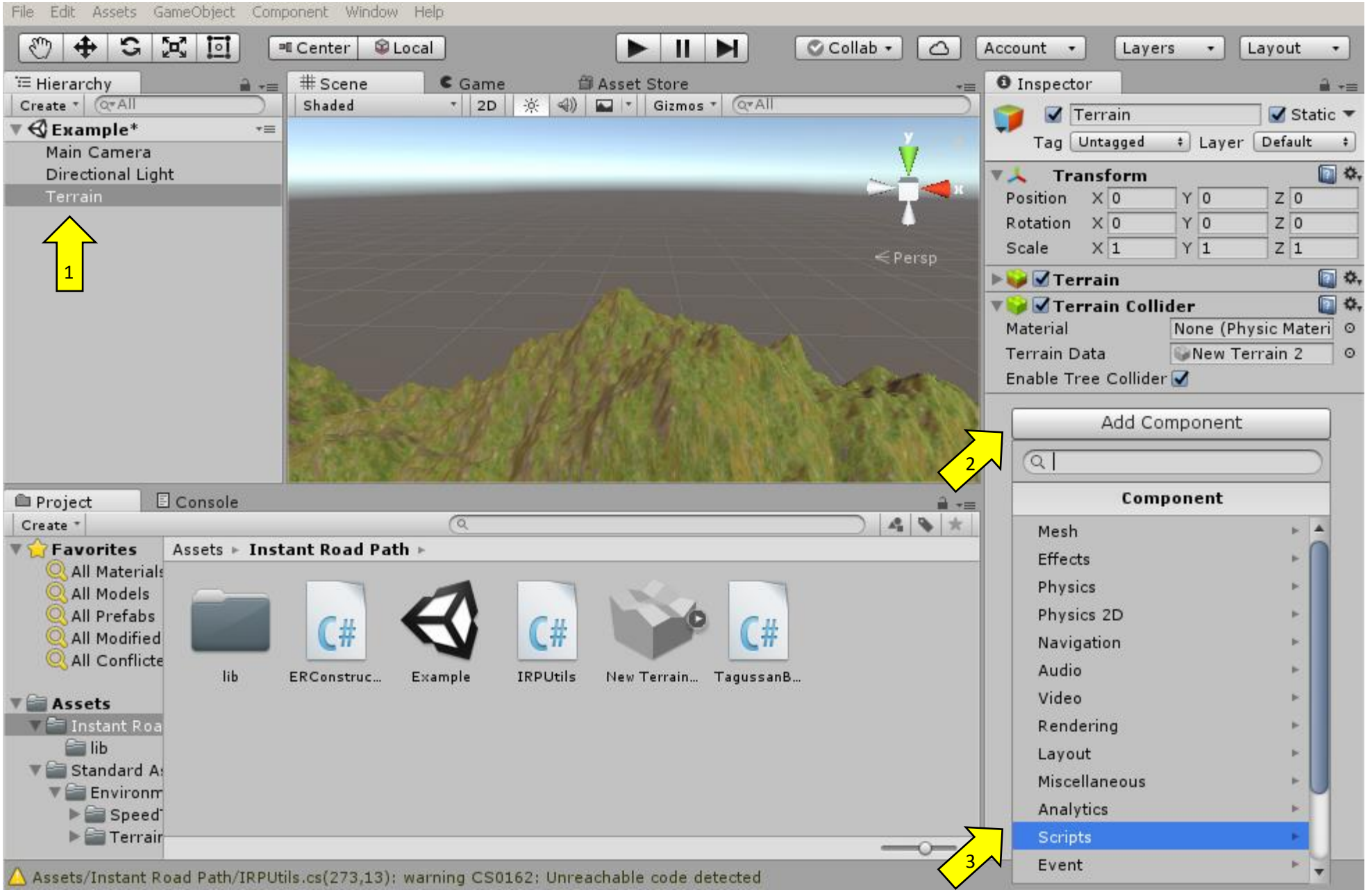
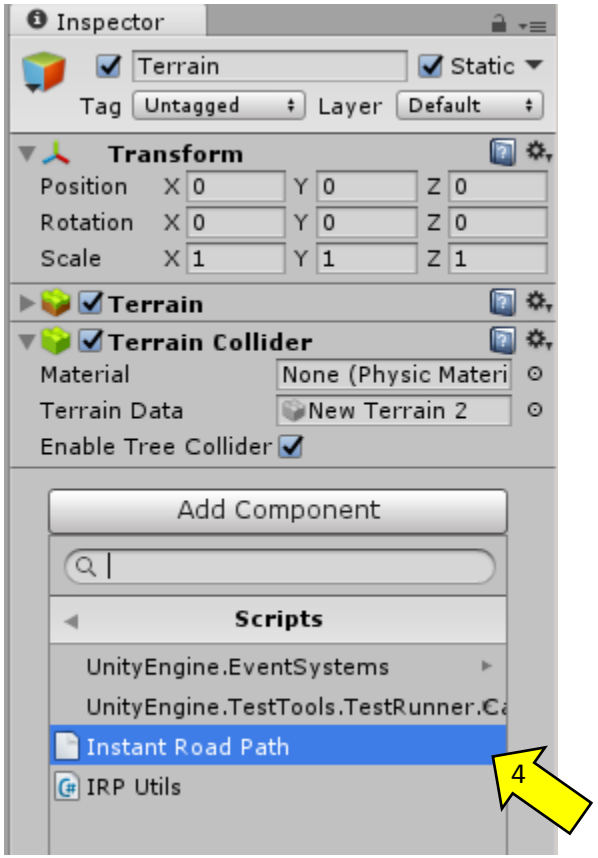
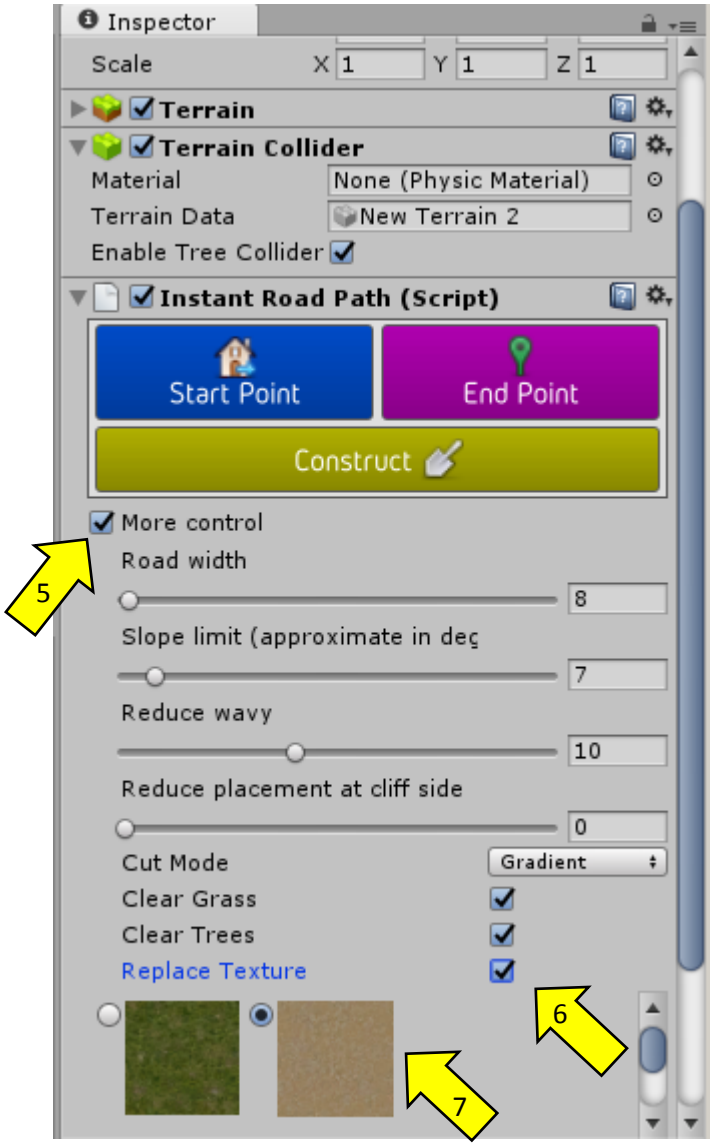
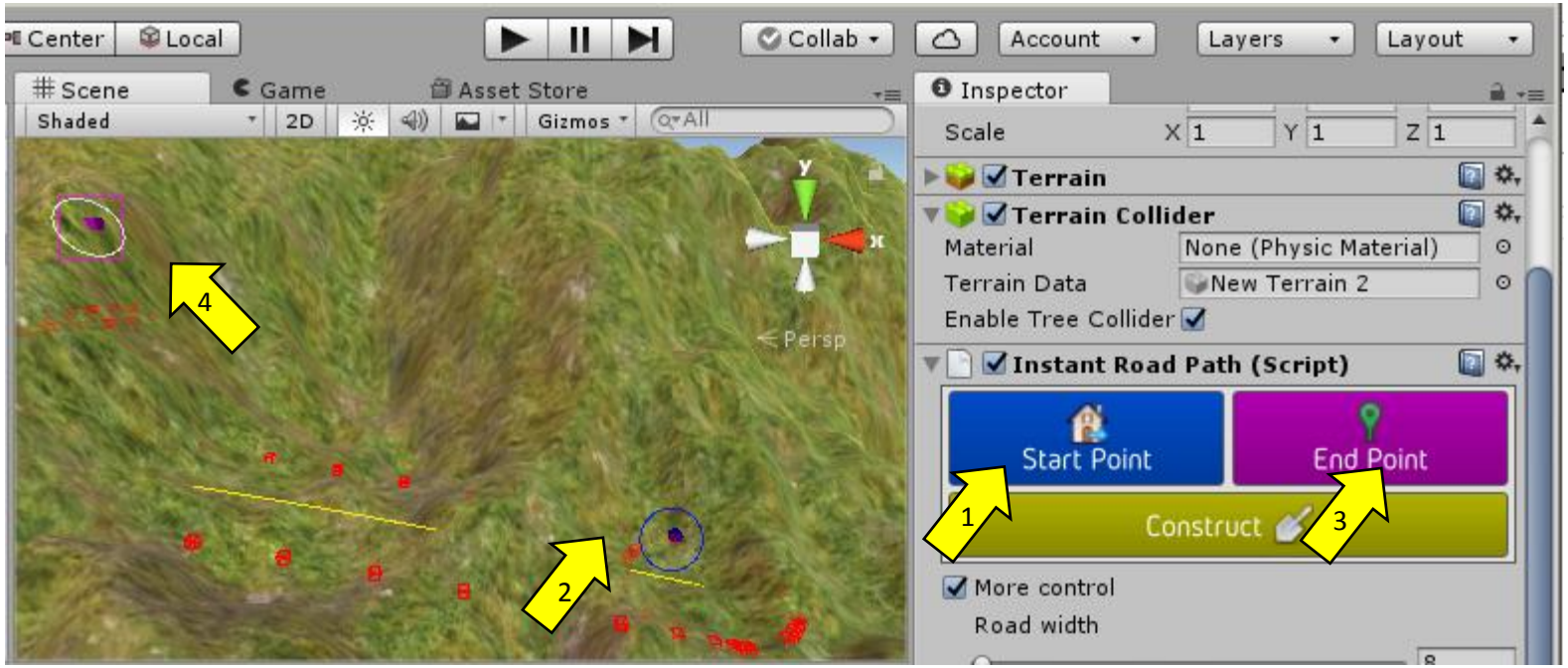



Click “Terrain Object”->Add Component -> Script->Instant Road Path



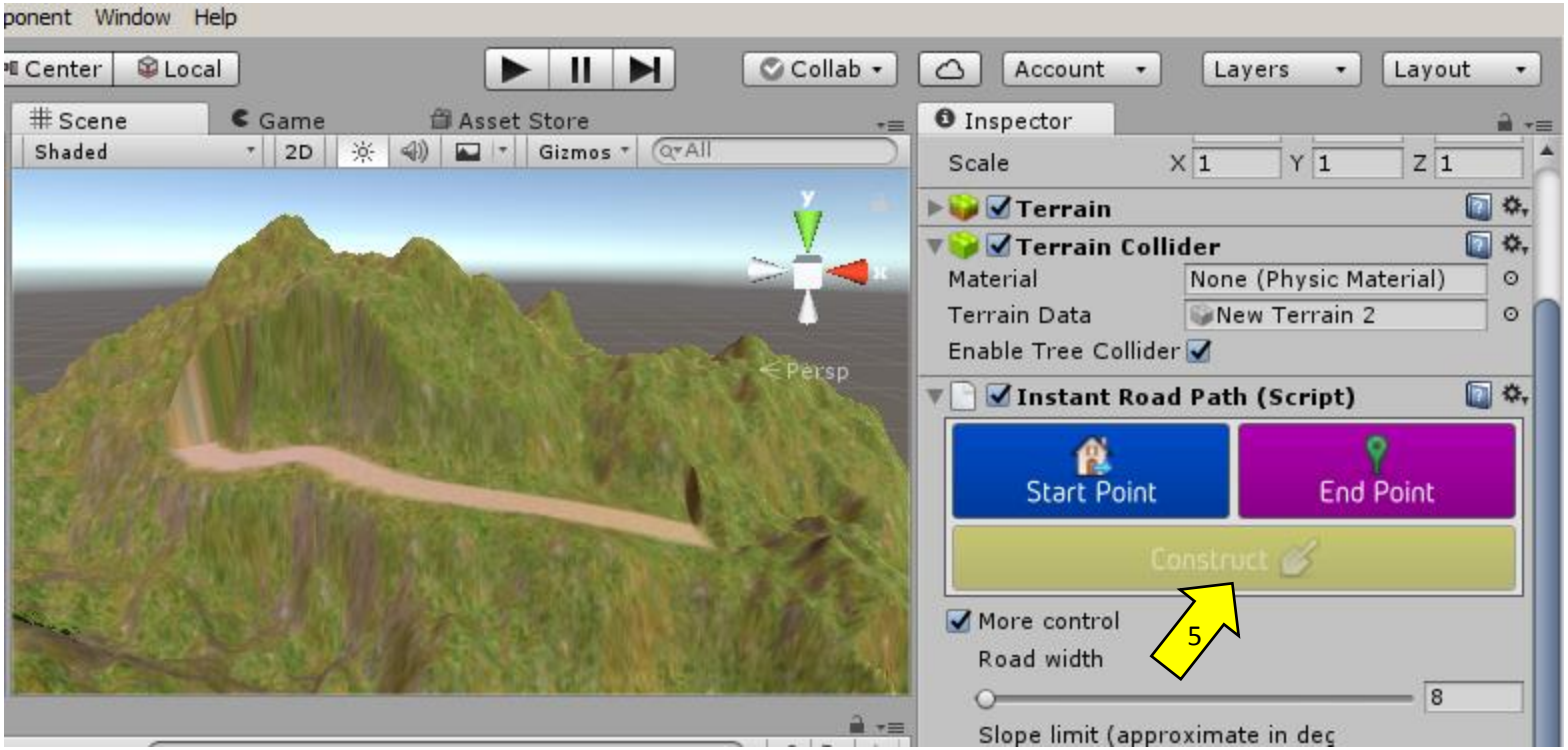




Click -> More control -> Replace Texture -> Select Texture




Click -> Start Point -> Click on Scene Terrain Object

Click -> End Point -> Click on Scene Terrain Object




Click Construct

Attention..

- “Environment” from standard assets are needed for demo scenes to work.

- has passed compatibility test with EasyRoads3D v2

- To avoid generation failure please place start point on the plat area.