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Description

1. Color settings
2. License plate region
3. Headlight
4. Runtime only
 - a. Wheels turn
 - b. Wheels rotation

Car settings:

Color:
Car color type: Randomly Assigned ⓘ
! The color will be assigned randomly when placing the car in the scene and each time the application starts

License plate region:
License Plate Region Selection: None ⓘ

Headlight:
Enable light ☒
! When you turn on the headlights, the light source control parameters appear simulating the headlights

Light range: 10
Spot angle: 115
Light intensity: 1
Shadow cast mode: Hard ⓘ
Light emission ☒
Light intensity: 1
! Headlights can be controlled manually or from the animation.
EnableLight/DisableLight events for managing an external script is also available.

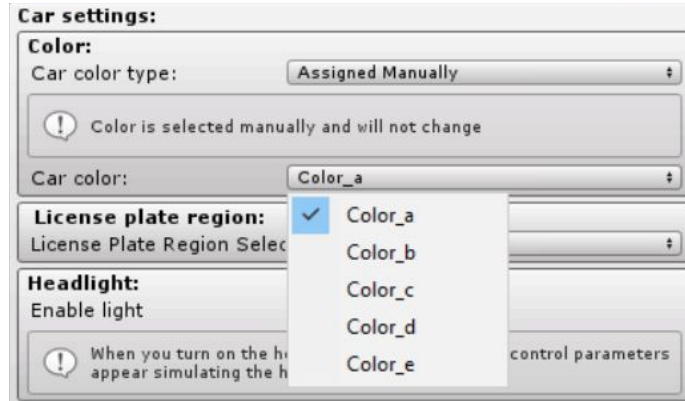
Runtime parameters will work only in play mode:

Wheels turn:
Turn angle limitation: 20
Turn wheels value: 0
! Turn wheels value can be controlled manually or from the animation.
WheelRotateValue property for managing an external script is available.

Wheels rotation:
Current speed: 0.00 km/h
Wheel rotate mode: Auto Detect Movement ⓘ
! Auto Detect Movement - includes tracking the movement of the car and automatically rotates the wheels at the right speed
Turn on blurring wheels during rotation: Speed More Than ⓘ
Speed threshold km/h: 5
! Value of speed in kilometers, after which blur will turn on

1. Color settings

By default used random color
Random color will be set
automatically



2. License plate region

License Plate Region Selection

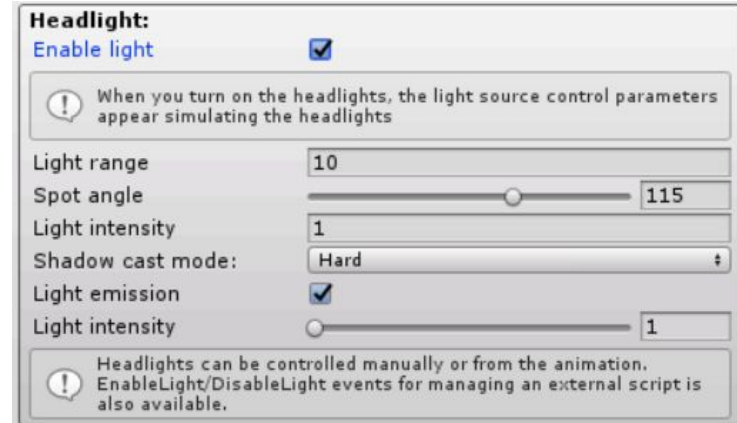
1. None
2. US
3. UE
4. CN



3. Headlight

When you turn on the headlights, the light source control parameters appear simulating the headlights

- Headlights can be controlled manually or from the animation.
- An event for managing an external script is also available (EnableLight/DisableLight)

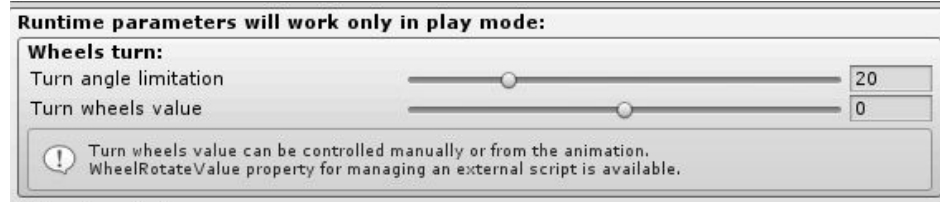


4a. Wheels turn

You can control the rotation of the front using animation or an external script

- sets rotation limit
- sets the current rotation position from -1 to 1

Runtime parameters will work only in play mode



4a. Wheels rotation

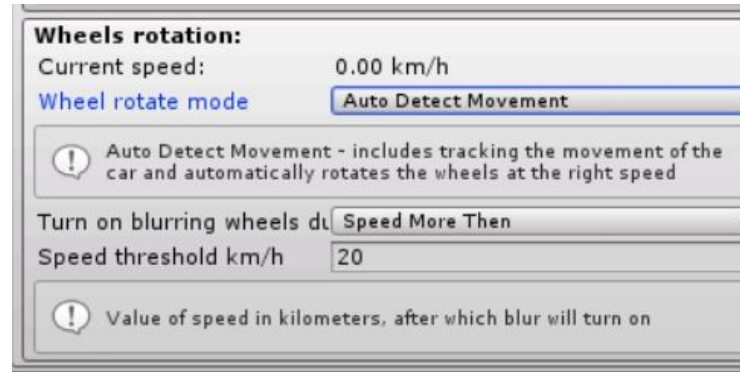
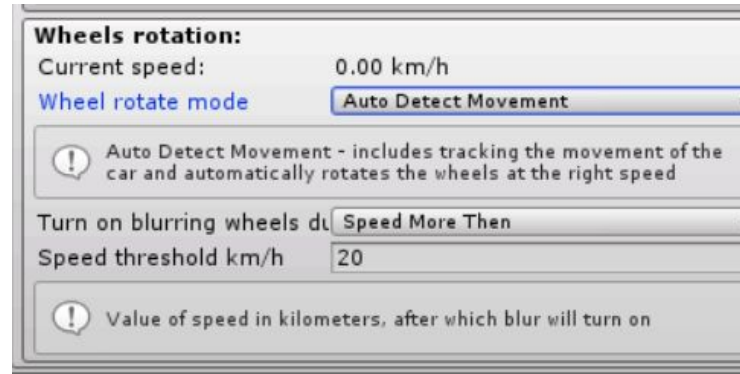
The option controls the rotation of the wheels when driving

- **No rotation** - used if the car will not move in the scene (parked)
- **Auto Detect Movement** - includes tracking the movement of the car and automatically rotates the wheels at the right speed

Turn on blurring wheels during rotation

- **Don't active** - not active
- **Speed Mode Then**
 - Speed threshold km/h - value of speed in kilometers, after which blur will turn on

Runtime parameters will work only in play mode



4a. Wheels rotation

Runtime parameters will work only in play mode

Motion Blur Example

