RACE MANAGER
Split-Screen Mode

To activate split-screen mode, simply include two player-controlled cars in the race. For more information on how to create a race and add cars, please refer to the **QuickRace** section in the *RTG-Ultimate* documentation.

Even if you do not create a race, if there are two player-controlled cars in the scene, this will be detected at **Start**. The screen will automatically split in two, and each car will be assigned to a control, which can be a gamepad, keyboard, or both.

Note: This package requires the Unity **New Input System**. You can configure the controls in: Assets\RTG Ultimate\Race Manager\InputSystem.

Steps to Set Up Split-Screen Mode:

1. **Create a Race Track:**

   o   In your new scene, select **Window > Race Track Generator** from the menu.

   o   To generate a new race track, click the **Small** or **Large** button.

2. **Add Two Player-Controlled Cars:**

   o   Insert two cars from the folder: "Assets\RTG Ultimate\Cars\Prefabs\Player Cars" into the scene.

3. **Click "Play":**

   o   The screen will automatically enter **Split-Screen Mode**.

   o   Each car will be controlled by a different device (gamepad, keyboard, or both).

   o   If only a keyboard is available, both cars will be controlled by the keyboard, using different keys:

      ▪   Car 1: **Arrow Keys / C /ESC**

      ▪   Car 2: **AWSD / V / ESC**