

RACE MANAGER

## Quick Start Guide

### Create the Race Manager Object:

- Go to the **Unity Editor** menu and click on **GameObject > RaceManager**.
- This will automatically create a new instance of the "RaceManager" in your scene, based on the predefined prefab located at Assets/RTG Ultimate/Race Manager/Manager\_Example.prefab.

### 2. Configure the Race Manager:

In the **Inspector** window, you will find several settings to configure:

- **(1) Cars in the Race:**
  - This section contains an array where you can add the cars that will participate in the race.
  - Define the number of cars and assign them to the race by dragging and dropping prefabs into the array.
  - The package comes with player-controlled cars and AI-controlled cars, located in:
    - Assets\RTG Ultimate\Cars\Prefabs\Player Cars (for player cars)
    - Assets\RTG Ultimate\Cars\Prefabs\AI Cars (for AI cars)
  - You can include up to two player-controlled cars (for Split-Screen mode), and the remaining cars must be AI-controlled.
  - You can easily add third-party cars. See the documentation and video tutorials
- **(2) Number of Laps:**
  - Set the number of laps for the race in this field.
- **(3) Rubber Band AI:**
  - Enable or disable adaptive AI behavior using this option.
  - When enabled, the AI will dynamically adjust its speed to maintain competitive distance with player-controlled cars, providing a balanced racing experience.
- **(4) Race Track Definitions:**
  - Choose whether to enable "**Generate Track on Start**".
  - If enabled, set the parameters for the new track, such as size, and specify whether there will be an audience (crowd).

### 3. Add UI Elements:

- The package includes several UI elements that are automatically recognized by the Race Manager. These can be found in Assets\RTG Ultimate\Race Manager\UI.
- Add the desired UI elements to the scene:
  - **MiniMap:** Displays the minimap on the screen.
  - **Tachometer:** Shows the tachometer on the screen.
  - **StatusLapAndPos:** Displays information about the player's current position and lap during the race.
  - **ShowPositions:** Shows the number and names of the cars as they finish the race.
  - **RearView-Mirror:** Displays the rearview mirror of the player's car at the top of the screen, which can be toggled on/off by the player during the race.
- Simply include these items in the scene, and the RaceManager will handle their functionality.
- Alternatively, you can add the prefab "Race-UI," which includes all the mentioned elements.

**Note:** Once in the scene, you can modify the position, scale, color, and other properties of the UI elements to suit your personal preferences.

### 4. Test the Setup:

- Save your scene by going to **File > Save**.
- Press the **Play** button in the Unity Editor to test your Race Manager setup. Observe the behavior and make any adjustments needed.

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#### Note:

The "GameObject -> RaceManager" menu creates a new instance of the "RaceManager" in your scene, based on the predefined prefab located at Assets/RTG Ultimate/Race Manager/Manager Example.prefab.

It is not recommended to make significant changes to the script of this prefab ("Manager Example.cs"), as it is intended to create a standard race.

To create races with more specific characteristics, it is advisable to create a new script that inherits from RaceManager, as demonstrated in the example scenes provided with the package. This new script can be a copy of "Manager Example.cs," but with a different name.