
EasyRoads3D V2.2.1

easyroads3d supports two systems to create crossings, often referred to as connection prefabs because these type of objects do not necessarily have to be crossings, but can also, for example, be mesh based crosswalk prefabs. the main system is the dynamic prefabs system, these are built-in customizable connection prefabs. the second, very powerful system, is the custom mesh prefab system with which you can turn your own models into connection prefabs. you can use this to further customize your road networks whilst still taking advantage of the easyroads3d scene workflow. road infrastructures and parametric modeling inside unity create unique road networks directly in unity with both built-in and imported mesh based crossing prefabs on your own models. bring your scenes alive with additional side objects: bridges, guard rails, fences, walls, power lines, tree lines or any other type of geometry following a path. easyroads3d v3 includes various tools that can be used to create other infrastructures such as railroads and rivers with the riverbed carved in the terrain. features: winding roads or dirt paths in scenic environments and complex city road networks. custom connection prefabs are mesh based prefabs prepared to be used within the easyroads3d system. these can be your own unique models created in a modelling app. the system supports prefabs with child objects and submeshes. currently all prefab mesh data will be read in. the package is a modified version of the asset store bundle that comes with the easyroads3d package. the modification includes a modified version of the build process that supports building for both mac and windows. additionally, it adds a release version that can be used to prepare assets for release. the package also includes two scenes, the v3.1 scene and the v3.2+ scene. the v3.1 scene is an initial scene that includes a number of highlighted areas with links to tutorials on our website demonstrating how easyroads3d can be used. these tutorials cover the more advanced features of the easyroads3d package.

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easyroads3d is a tool to quickly create roads for your unity game. road are created from a single position per vertex and it supports all vertex types. it supports many different types of roads and can handle curves and special curves like meanders. it is made to be quick to use and it is easy to understand the

settings. easyroads3d has been updated to work with unity 5.4.x, to install: download the unity5.1 version and unzip. once unzipped, go into the unity5.x folder. drag easyroads3d.unitypackage file into that folder. to install, simply go to the assets/plugins folder in unity and drag the easyroads3d.unitypackage file into the assets/plugins folder.

this will install the plugin into unity. click file > import package to install the plugin into unity. easyroads3d v2.2.1 supports unity 2017.3p2 which includes the unity scripting api added support for opentimestudios wip version of the opentimestudios plugin which includes the pathfinding tool. it will be added to the version that comes out in the

next few weeks.

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includes the roadtype class which allows you to create custom road types. the roadtype is made up of all the necessary properties needed to create a road type and the roadtype class includes a new road type for which a prefab has been created. this prefab allows you to create the road type which means

that you can easily add multiple instances of this road type to your scene, without having to go through the process of creating a roadtype instance and adding all the road types settings for that road type.

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includes a new gui component: the gui.cs

you can use this component to easily add a gui/elements to the road type. this is a much

more elegant way of
adding gui elements to
a roadtype without
having to add the gui
element to the roadtype
manually. 5ec8ef588b

<http://orakprecast.net/49068.html>
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