

Driving Example Game, with Wheel Colliders

This tool is a demonstration of driving a vehicle with Unity's standard physics wheel colliders^[1] through the Global Roads and Traffic road network avoiding the cars, trucks, buses, taxis and pedestrians generated by the traffic simulation engine.

Quick Start

To use this game, you must first create a 3D VRoad map. (If you have not done this, open the main tool from **Tools / Global Roads and Traffic** and build a VRoad model using the **Build** tab.)

Press the [...] button to open a VRoad model by selecting a .vroad file.

Press [**Play Scene 'Driving Example'**] to start the game

Drive the car around the model using the keyboard and mouse or a game controller, as described below.

Keyboard	Mouse
Left/Right Arrow – Steer Left/ Right Up Arrow – Accelerate Down Arrow – Brake / Reverse Space – Reset car to face target Enter – Reset car to next start location Backspace – Free / Guided Steering	Right Mouse / Drag - Pan camera Scroll Wheel - Zoom camera

Game Controller

Left Joystick	Right Joystick
Left / Right – Steer Left/ Right Up – Accelerate Down – Brake / Reverse Press – Reset car to face target	Left / Right – Pan camera Up / Down – Zoom camera Press – Reset to next start location
	Right Shoulder – Free / Guided Steering