Cable Car Expansion Pack
User Manual v3.4

WSM GAME STUDIO

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SUMMARY

1. Intro

Thank you for purchasing the "Cable Car Expansion Pack for Train Controller"!

This package contains all that you need to build a simple and functional cable car (models, scripts and SFX).

More models may be included in the future and/or sold separately as addons (Addons Available).

It's really simple to use and customize.

This document contains information about the new features included in the expansion pack.

> **Note:** If you have never used the Train Controller (Railroad System) asset before, it's recommended to read the **Train Controller (Railroad System) User Manual v3.4**, before reading this document.

2. What 's New?

This section is about the new features included on this extension package. The main goal of this section is to give you a clear vision of what you can achieve with this package and the customization you will be able to do, if you desire so.

2.1. Modular Customizable Prefabs

This asset contains ready to use physics based and spline based cable car prefabs.

> **Note:** Spline based prefabs were named using the **"s_"** prefix for easier identification. For more information about physics based trains and spline based trains, please refer to the **Train Controller (Railroad System) User Manual v3.4**

The cable car prefabs are composed of modular components that can be easily replaced by custom models.

Separated parts are:
- Wheels
- Wheels Truck
- Windows Glass
- Doors
- Benches
- Control Levers

2.2. Custom Wagon Creator Parts

All parts used to generate the sample prefabs are also included in this package and can be used as base to create custom creation profiles and wagons.
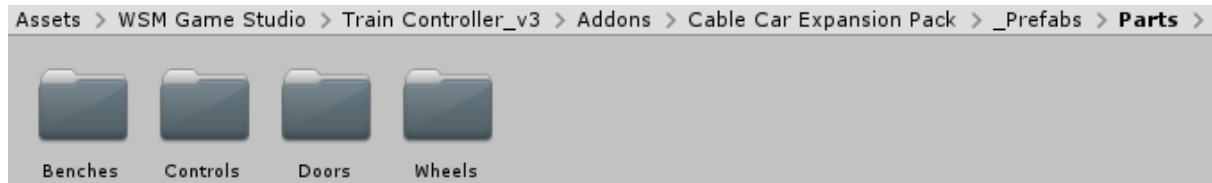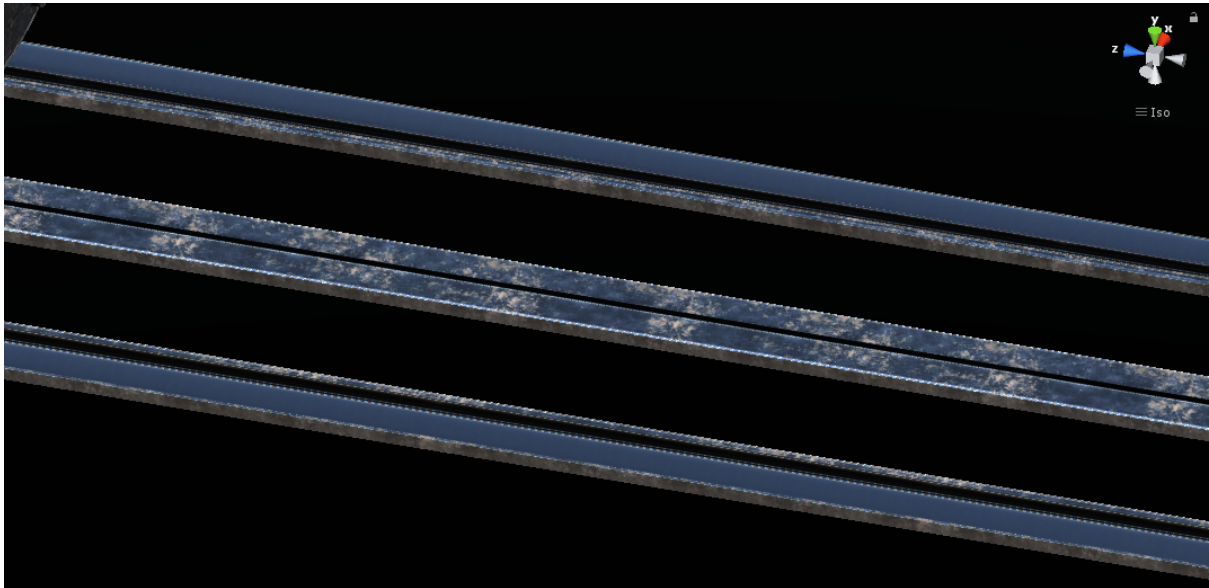

2.3. Texture Customization

All textures UV's were carefully unwrapped to be sure they would be easy to customize on any image manipulation software (GIMP, Photoshop, etc).
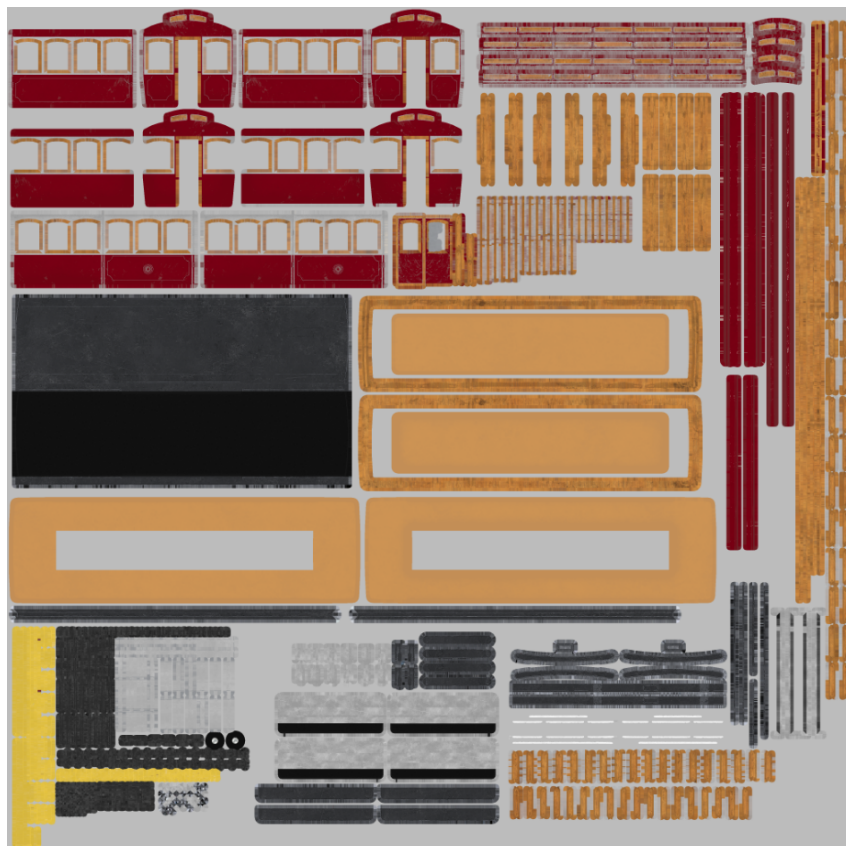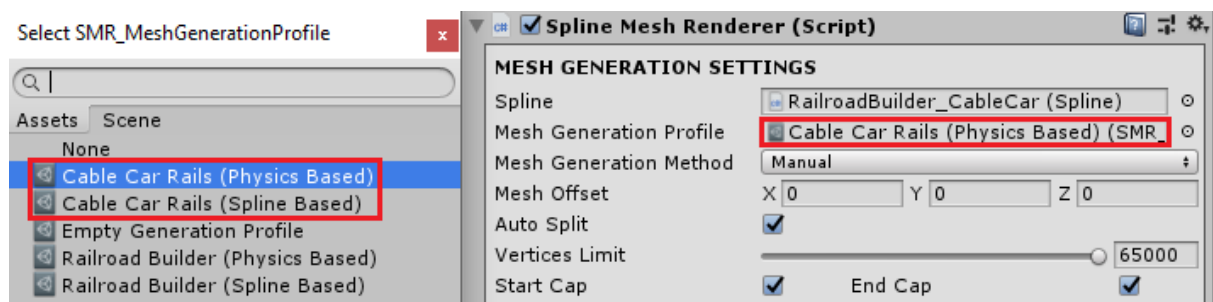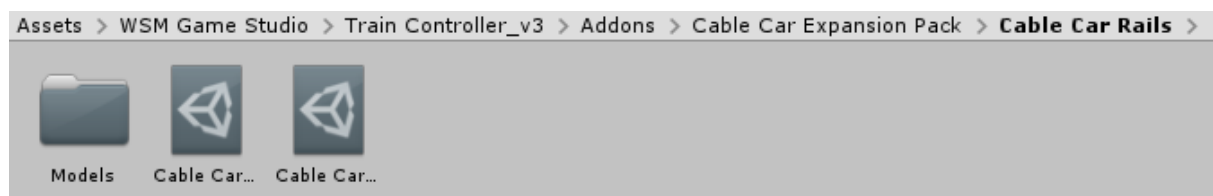

2.4. Cable Car Rails Generation Profiles

Cable car rails for the Railroad Builder are also included in this package.

In order to generate cable car rails, select the corresponding profile on the Railroad Road Builder instance on your scene.

Both physics based and spline based rails generation profiles are located under the "Cable Car Rails" folder.

The base mesh models LODS and custom colliders are also included on the same folder.
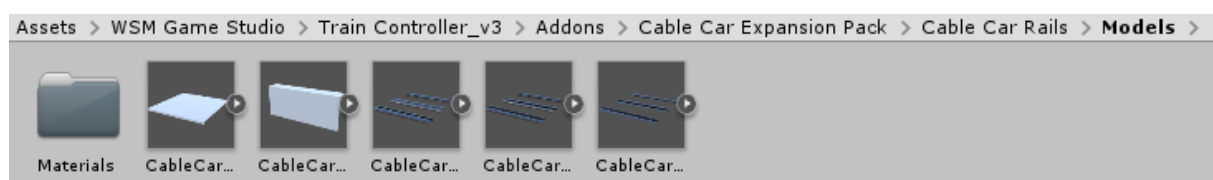
Note: For more information about the the Railroad Builder, please refer to the **Train Controller (Railroad System) User Manual v3.4**

3. License

By purchasing this asset you are allowed to use it for unlimited games and/or 3D projects (like animations, simulation softwares, etc). Both personal and commercial use.

You are **NOT** allowed to resell or distribute the assets components individually or as part of another asset package (including, models, scripts, etc).

For more information about licensing, please refer to the Asset Store EULA and EULA FAQ.

4. Contact Info & Support

If you have any questions, need support or have some business inquiries, feel free to get in touch.

> **Support requests** are now being handled exclusively by email at wsmgamestudio@gmail.com
>
> Your request must contain the following information:
>
> - Asset Store Invoice Number
> - Unity editor version
> - Detailed description of the issue (including screenshots if possible)

The best way to reach me is by email at **wsmgamestudio@gmail.com**

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