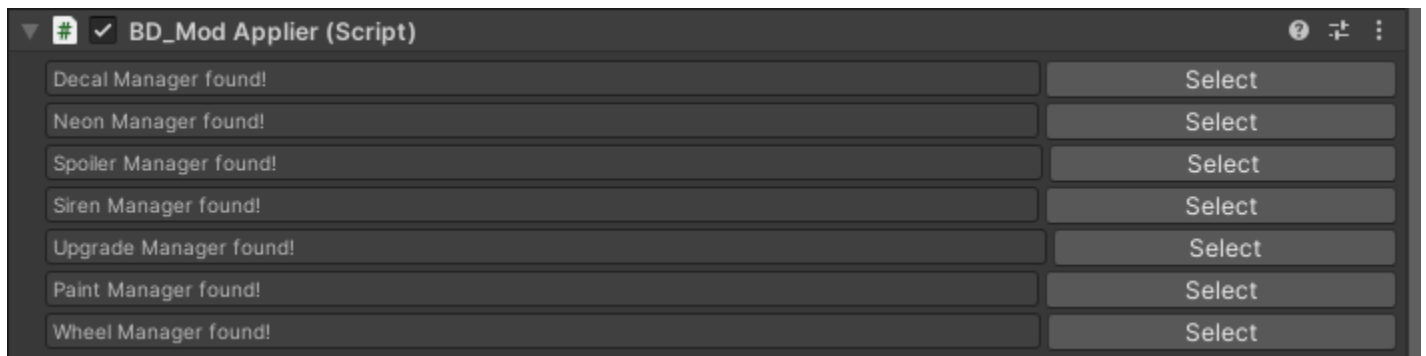


## Highway Racer Upgradable Mods

Vehicles have 7 different upgradable modifications. They are ;

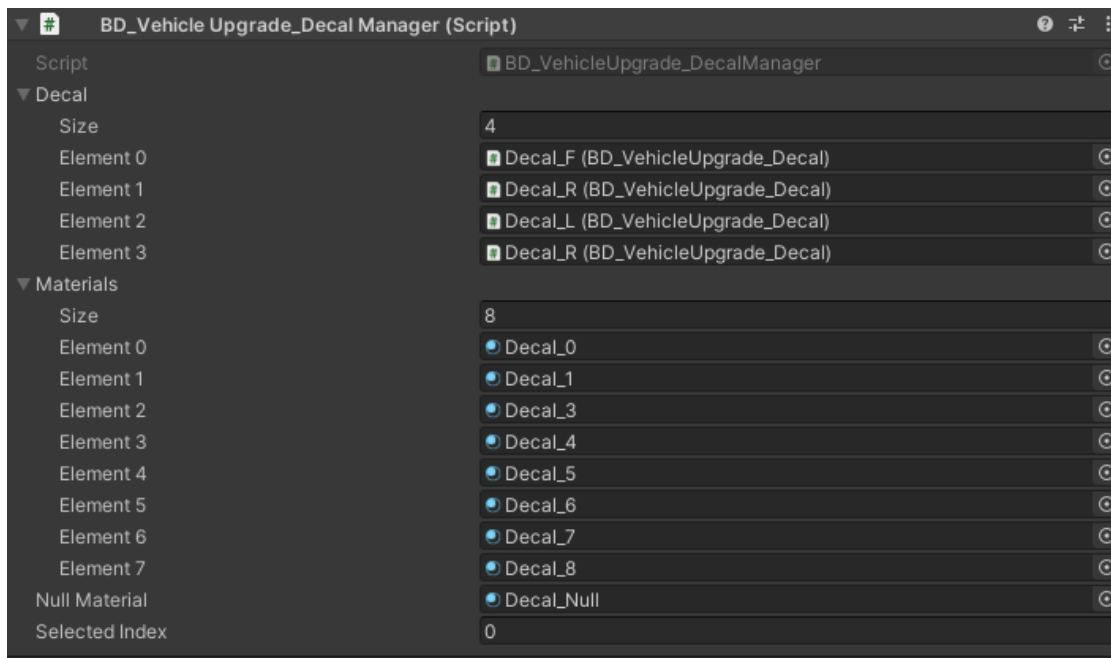
- Decals,
- Neons,
- Spoilers,
- Sirens,
- Upgrades,
- Paint,
- Wheels

Each of them has manager scripts that controls corresponding upgradable items. All upgrade managers are controlled by [HR\\_ModApplier](#) script attached to the vehicle. Creating & editing the upgrades won't waste your time, they are plug and play systems. I'll be explaining each manager system below;



### Decal Manager

Vehicles have 4 different decals placed at front, rear, left, and right. Each decal has a target material. Manager will control all of these four decals, and sets their material. When player selects a decal in the main menu, selected material will be applied to the corresponding decal. All you have to do is, reposition all decals for your new vehicles.

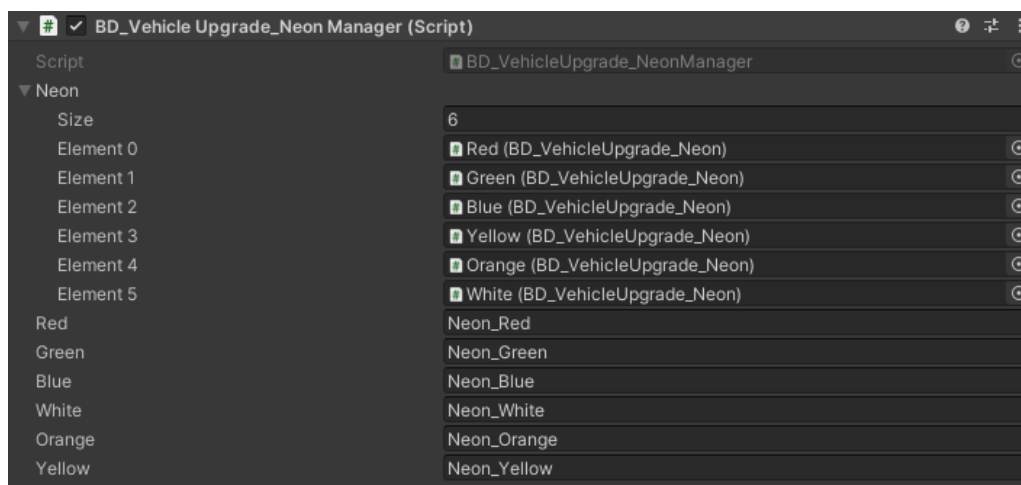


## How to Change Decal Textures

Decal Manager has a material list. You can edit the list directly in your inspector panel. You can edit, add, or remove any decals in the list. If you want to add more decals, simply duplicate one material and go on from it.

## Neon Manager

Vehicles have six neons with different colors. Manager will enable only selected one, and disable all other neons. All you have to do is, reposition all neons for your new vehicles.

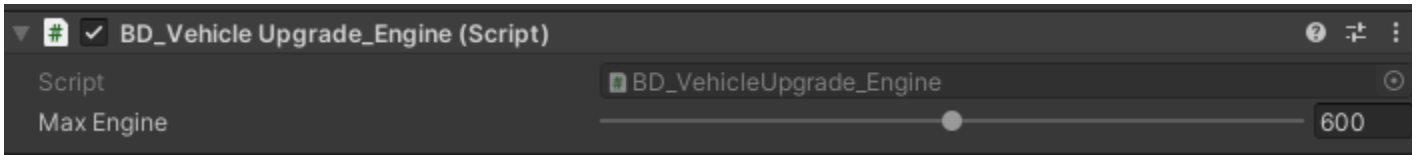


## Siren Manager

Vehicles may have many sirens. Manager will enable only selected one, and disable all other sirens. All you have to do is, reposition all sirens for your new vehicles.

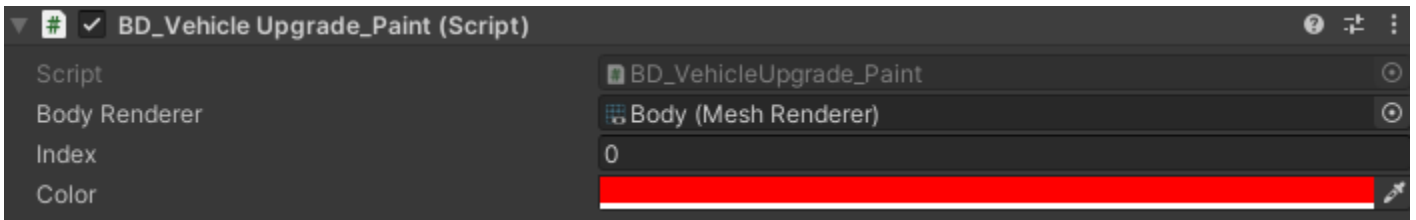
## Upgrade Manager

Vehicles have three upgrade managers. They are engine, brake, and handling. They are placed inside the manager script. You can simply select the upgradable item and set their maximum upgradable values.



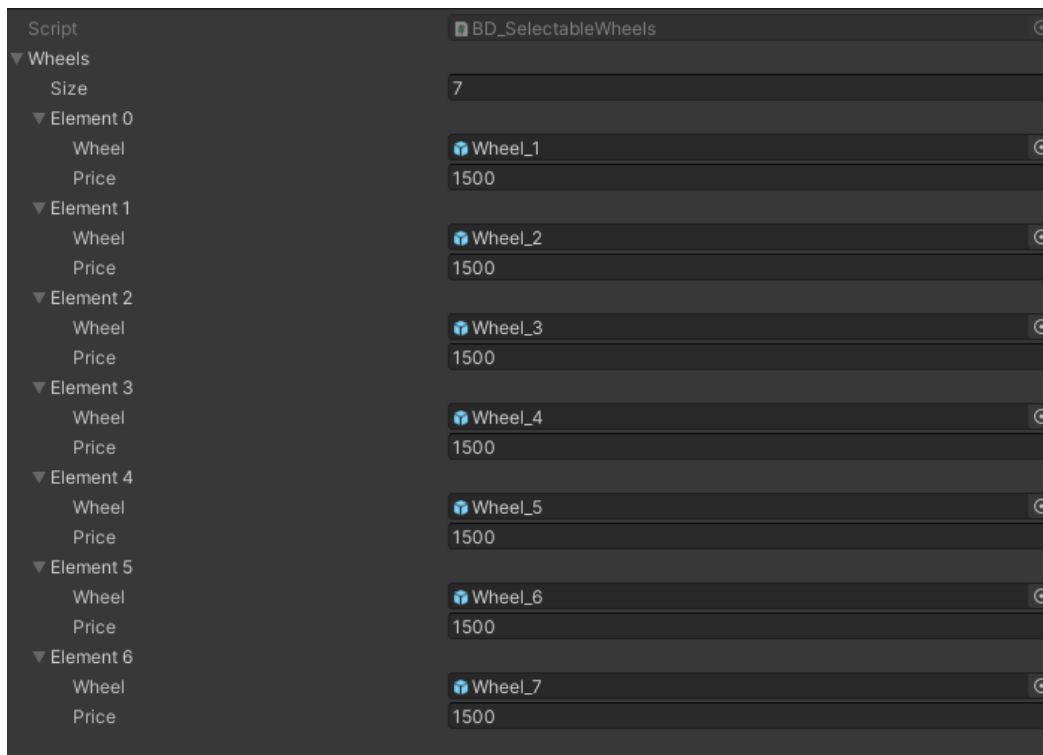
## Paint Manager

Vehicles may have many paintable parts. Paint Manager includes painter scripts with target renderer and index. All you have to do is, setting paintable renderer and if renderer has many materials, set the target index.



## Wheel Manager

Wheel manager will take the wheel prefabs from **HR\_Wheels** (*Resources/HR\_Wheels*). You can simply change the wheel prefabs, delete, or add your own wheels. Be sure your wheel model has proper pivot position and axes, otherwise wheel will be positioned at the wrong location.



## How To Change Indexes & Prices Of The Upgradable Items

Main menu upgrade buttons have target index number with a price variable. You can simply change index and price of the any decal button.

## Creating New Managers

If your vehicle doesn't include any upgradable system, you can create it by simply clicking the **"Create"** button. All you have to do is, reposition the visual upgradable items.

## Modular Upgrade Managers

Vehicles may not have the all managers together. For example, your new vehicle may not include sirens, neons, or decals. Simply don't create it, UI button at the main menu will be disabled for this vehicle.



## Support

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