



Unreal Engine - Traffic Control System (Engine version 4.26- 4.27, 5.0- 5.2)

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Unreal Engine - Traffic Control System: Designed for large multiplayer worlds, the Traffic Control System offers a quick and easy solution for managing traffic. You can create and iterate on large traffic systems efficiently with minimal clicks. Intersections and traffic lights can be generated at the click of a button and modified easily if the results are undesirable.

Traffic vehicles will spawn and despawn automatically within the designated radius around players. Vehicle counts are calculated for every player radius they are within, ensuring that vehicle counts will not 'double up' when players are near each other. Network resources are optimized by switching distant vehicles to a non-physics mode, where only a single float variable must occasionally be replicated. This significantly reduces network overhead with many cars in a scene.

- Spline-based road path system, with multiple configurable lanes per spline
- One-click Intersections and Traffic Lights
- Fully supports multiplayer
- Includes an elementary custom vehicle physics (separate from PhysX or Chaos Vehicles)
- Works with any vehicle system



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