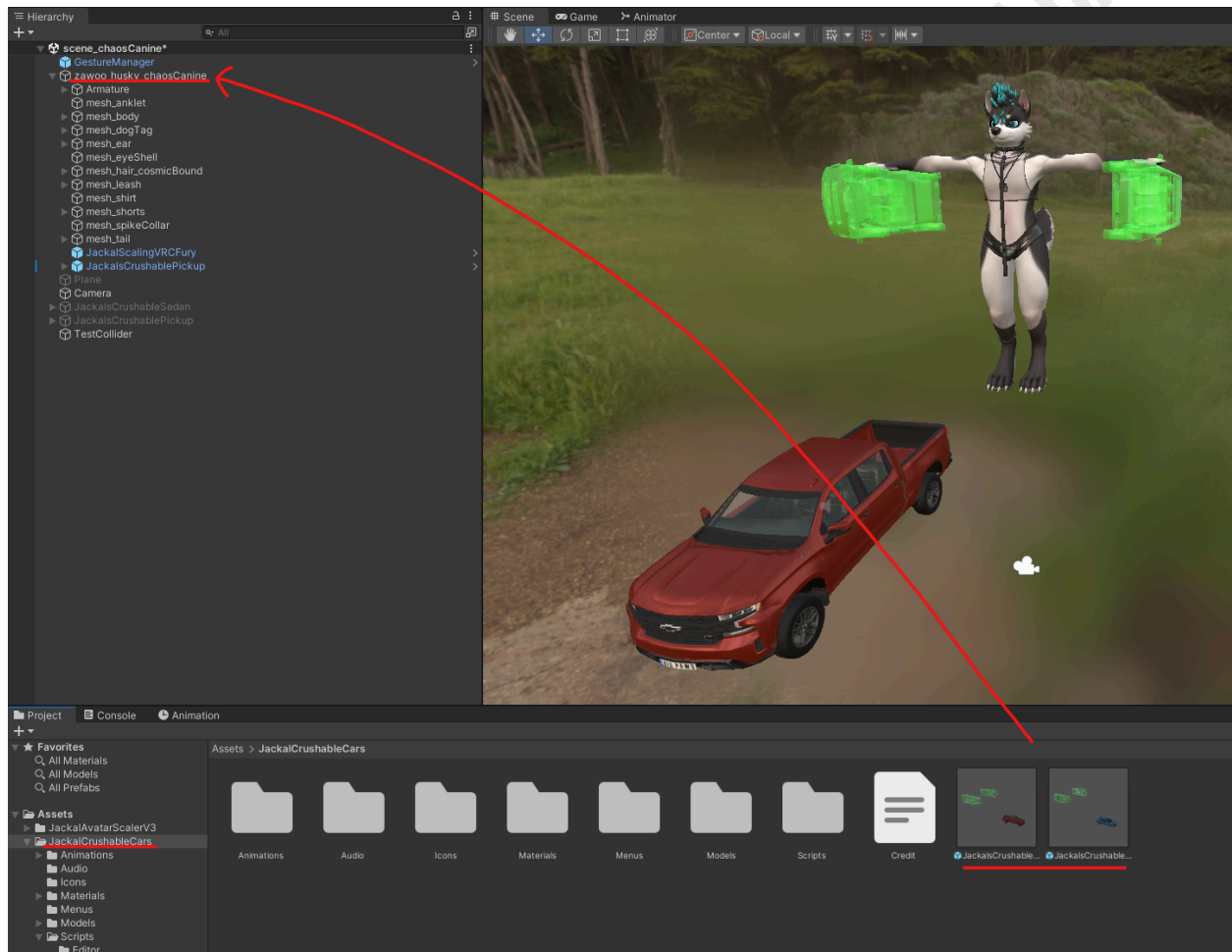
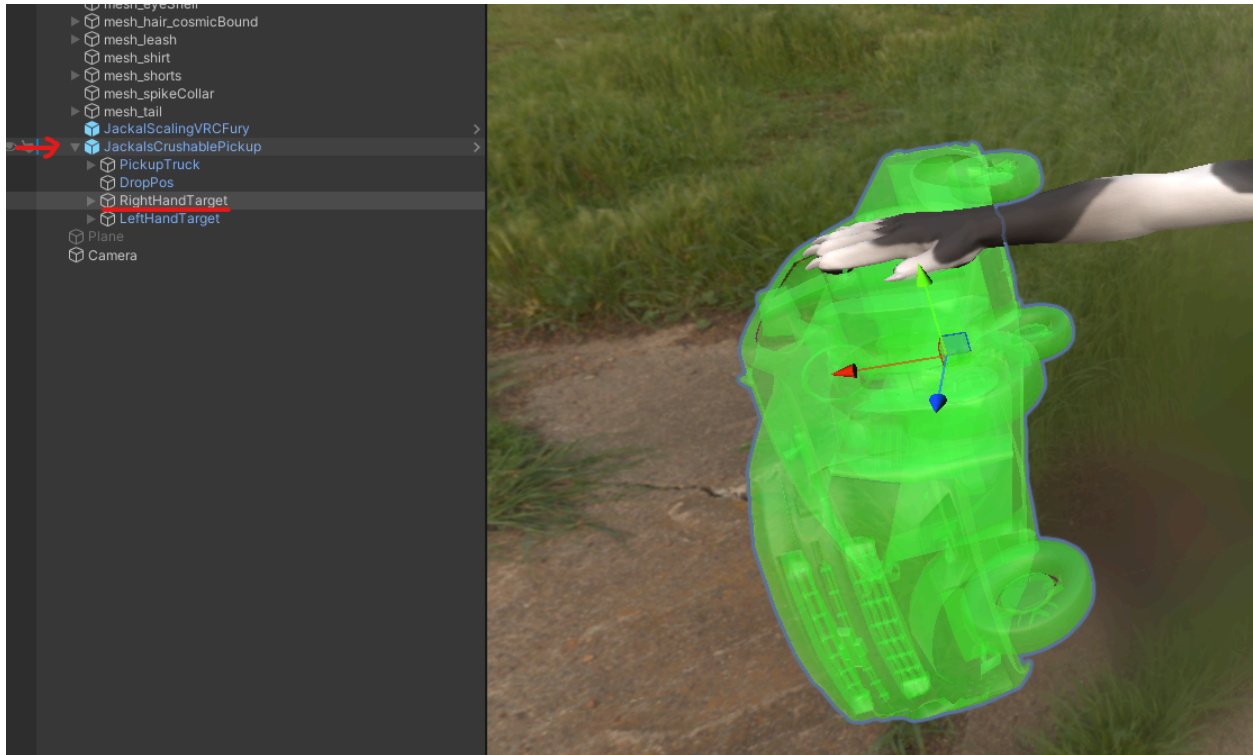


Jackal's Crushable Cars Install Guide

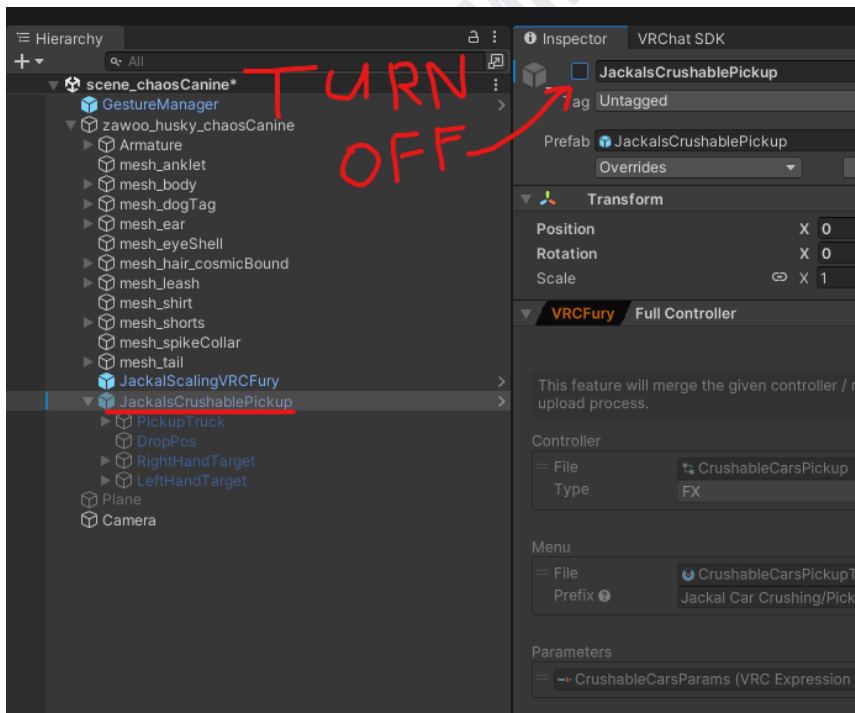
1. Make sure you're using the creator companion and are using the most up to date version of the sdk. (Needs unity 2022).
2. Add VRCFury to your project if you haven't already.
3. Add Poiyomi Toon Shader to your project. This is the default shader used on the cars, and is used for some of the effects. It is recommended to have at least Poiyomi version 9.3 or later installed.
4. Import the Jackal Crushable Cars UnityPackage into your project.
5. Drag any of the car prefabs you want onto your avatar root.



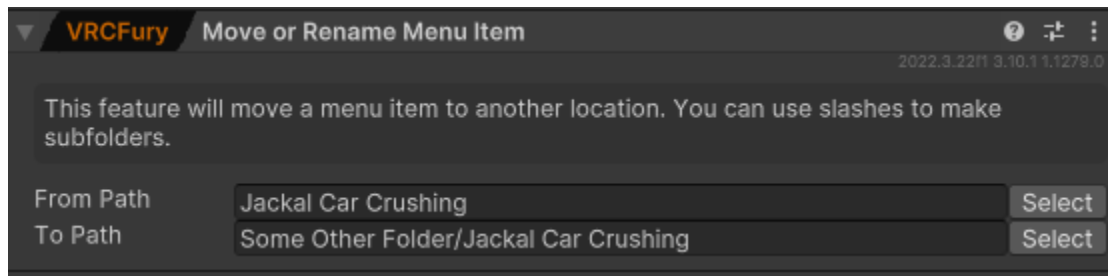
- Open the prefab dropdown in the hierarchy, then move the RightHandTarget object until the highlighted car dummy is in a good position. (example of a good position in image)



- Do the same for the LeftHandTarget
- That is the installation done! If you want to hide the car in your scene, you can disable the prefab. (Optional)



Quick tip! You can use the VRCFury Move or Rename Menu Item component to relocate the menu to wherever you want. As an example here I move the Jackal Car Crushing menu to some other folder.

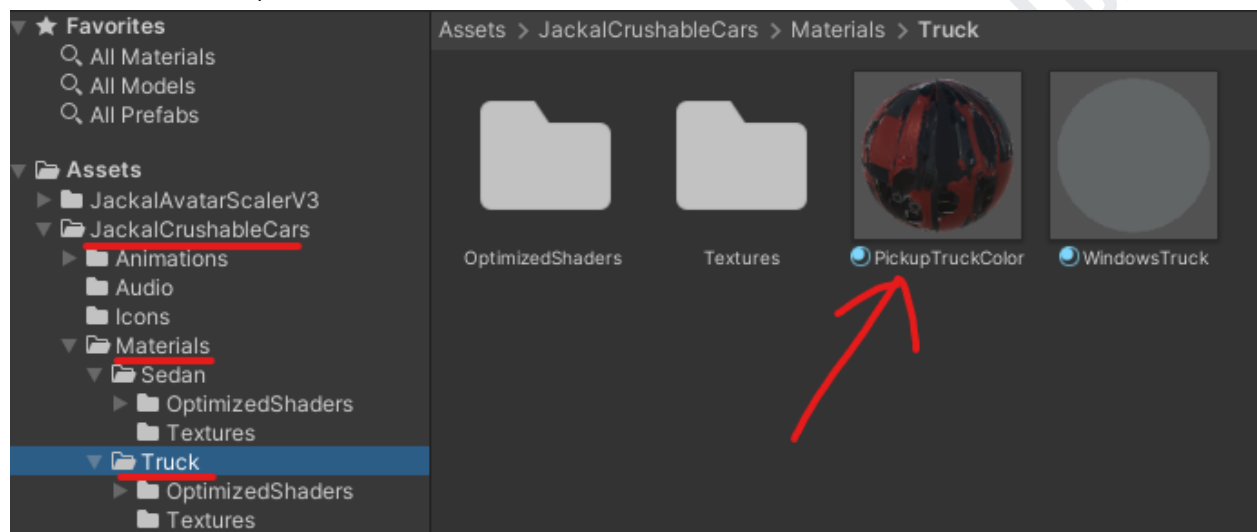


Customization Guide

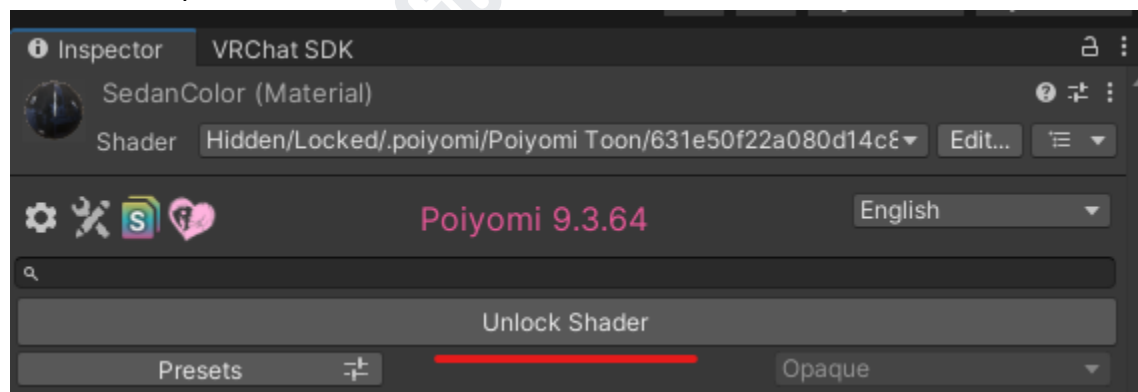
Changing the color

The default material on the cars are set up so you can easily make them any color you want. To do so make sure you have at least Poyomi 9.3 installed in your project.

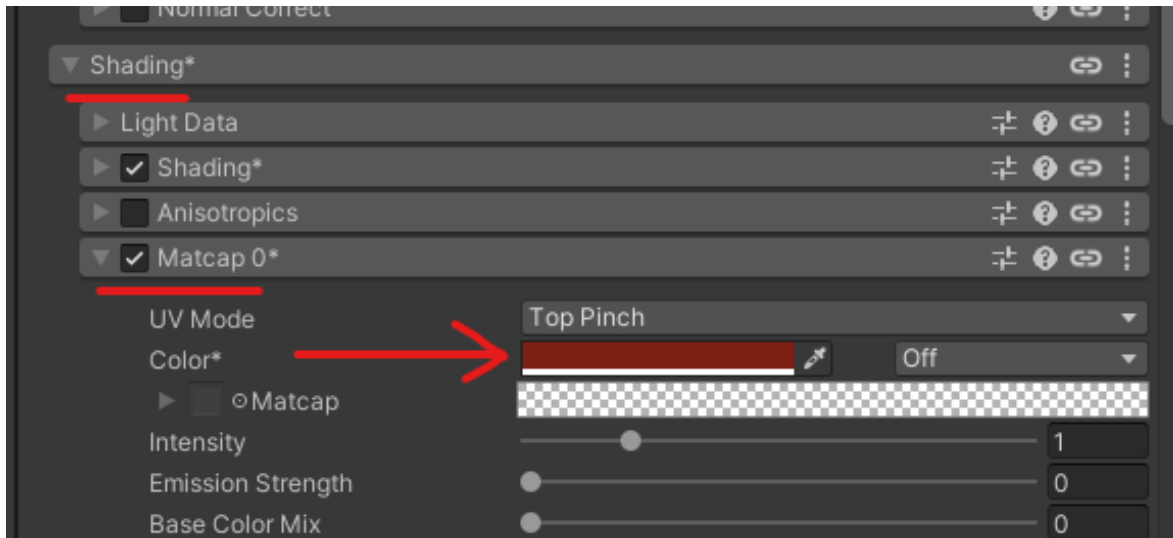
1. Open the materials folder in the Jackal Crushable Cars folder and then open the folder for whichever vehicle you want to change. (in this example we will use the pickup truck)
2. Select the material thats named [VehicleType]Color (ex. PickupTruckColor or SedanColor).



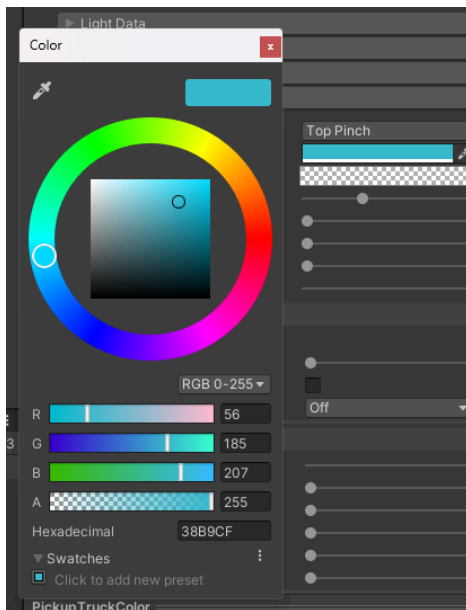
3. At the top of the inspector click Unlock Shader. Then scroll down to Shading, then Matcap 0.



4. Open the Matcap 0 dropdown, in there you can click on the Color field and set any color you want.



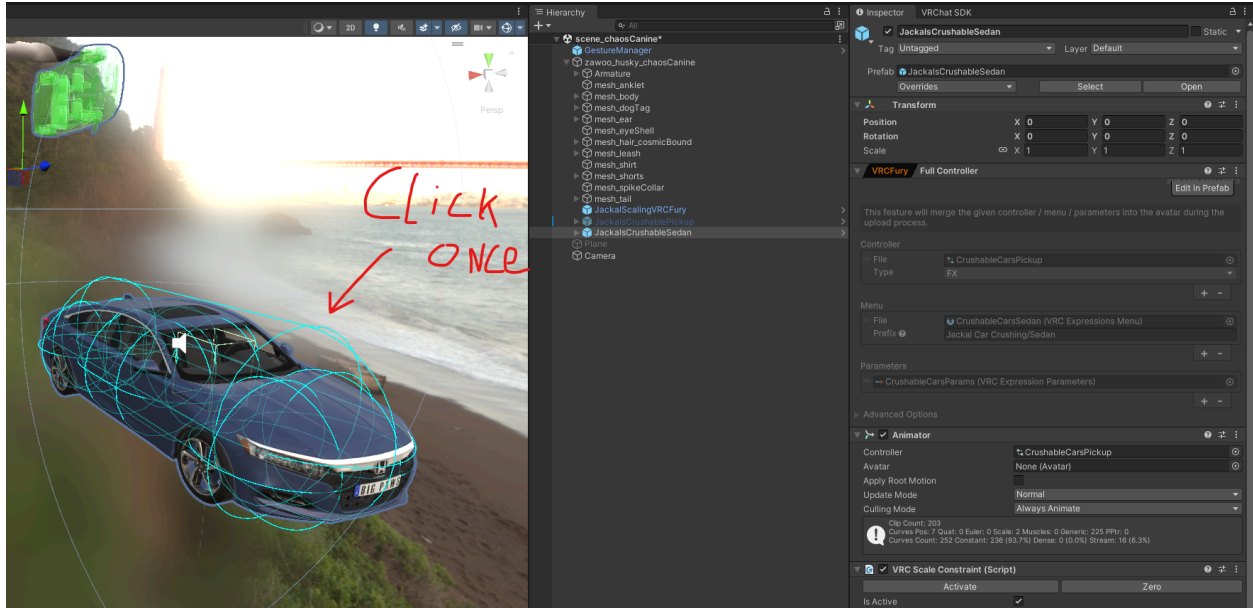
5. And done! After that you can upload your avatar with your newly colored car!



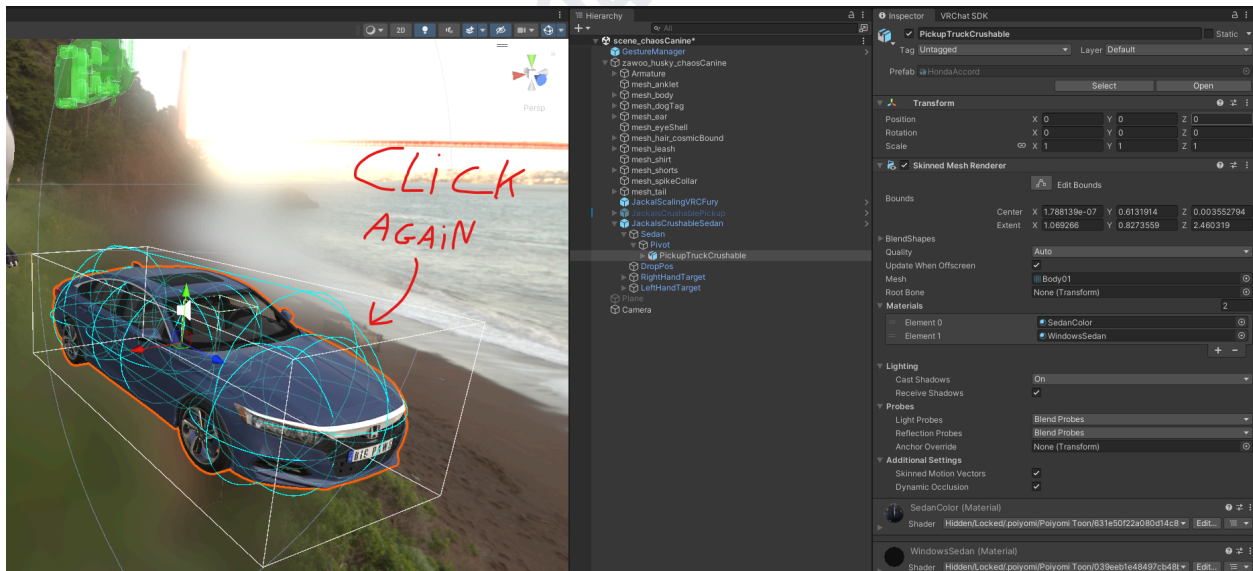
Switching Livery

Each vehicle also comes with an optional replacement livery you can use instead.

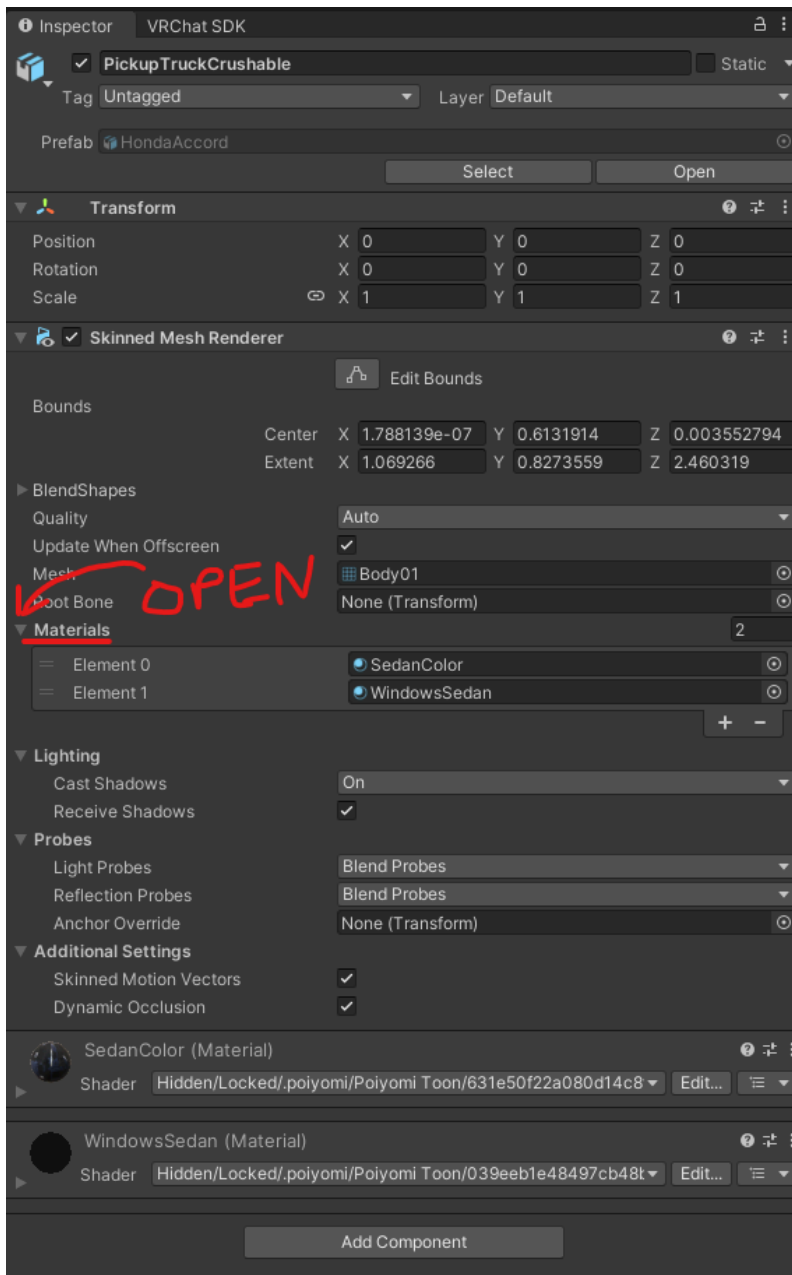
1. Click on the vehicle you want to change livery, this should select the prefab in your hierarchy. (in this example we will use the sedan)



2. Now click the vehicle again, this should select the actual mesh object of the prefab. This will let you change the material.

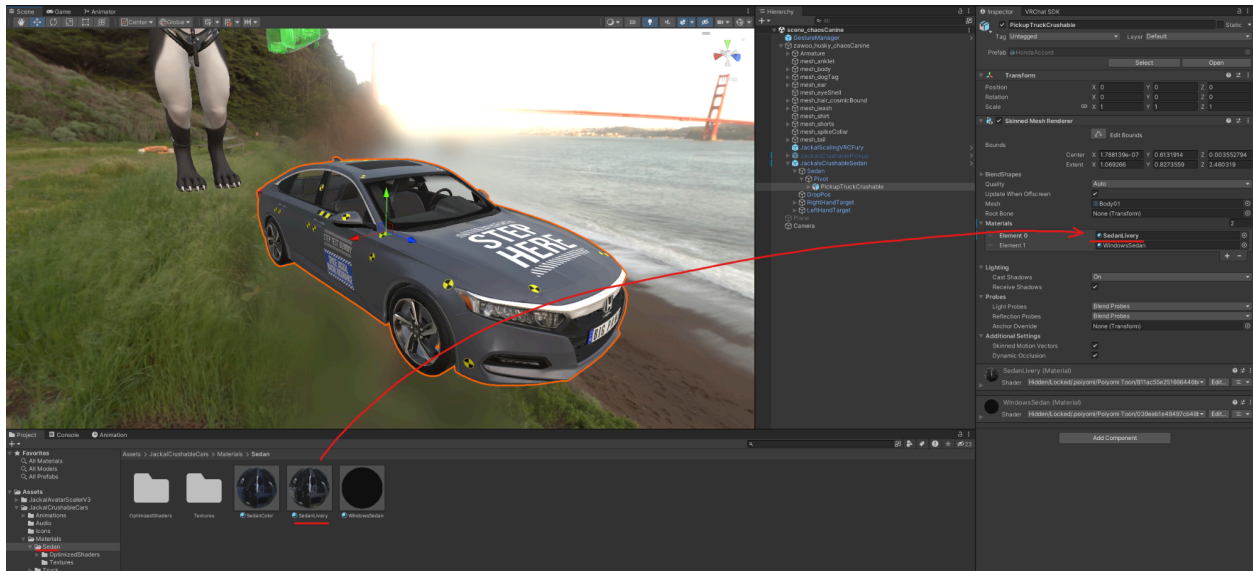


3. Open the material dropdown in the inspector.



4. Open the materials folder in the Jackal Crushable Cars folder and then open the folder for whichever vehicle you want to change.

5. Drag the Livery material into the first slot of the materials dropdown in the inspector.



6. And done! After that you can upload your avatar with your newly applied livery!

Quick tip! The optional livery car can also be colored any way you like using the same method as shown in the previous customization section.

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Adding Contact Tags

You can easily add more tags the car crushing will react to. For example you can add tags for legs, thighs, waist, or just about anything you want. As long as you or the other person have a contact sender with that tag, you can make it react to crush the cars.

1. Click on the prefab of the car you want to add the tag to.
2. Open the Contact Tags list, click on the plus, and type the tag you want to add.
3. Done!

