

## Unity tools :

I use visual studio code

<https://www.youtube.com/watch?v=N775KsWQVkw>

<https://forge.autodesk.com/blog/vs-vs-code-net-core>

<https://code.visualstudio.com/docs/languages/dotnet>

<https://code.visualstudio.com/docs/getstarted/settings>

<https://softchris.github.io/pages/dotnet-core.html#creating-a-solution>

<https://code.visualstudio.com/docs/other/unity>

<https://marketplace.visualstudio.com/items?itemName=ms-dotnettools.csharp>

<https://dotnet.microsoft.com/download/dotnet-core/thank-you/sdk-3.1.201-windows-x64-installer?journey=vs-code>

[Learn C# BASICS in 10 MINUTES!](#)

<https://unity.developpez.com/tutoriels/>

[How to use GitHub with Unity](#)

## Make low poly cars :

[Low Poly Racing - Making Of](#)

[Make a Lowpoly Car in Blender 2.8](#)

[Modeling a LOW POLY NISSAN GT-R R35 | Blender 2.83 Complete Tutorial](#)

## Using wheel collider to move the car :

<https://docs.unity3d.com/Manual/WheelColliderTutorial.html>

[Unity wheel collider - #1 Mise en place de la voiture](#)

<https://www.youtube.com/watch?v=oMkq1ntLZPc>

J'ai rencontré problèmes

<https://forum.unity.com/threads/wheelcollider-sliding-over-terrain.7343/>

<https://forum.unity.com/threads/unity-5-wheelcollider-component-is-unusable.307099/>

<https://forum.unity.com/threads/how-to-make-a-physically-real-stable-car-with-wheelcolliders.50643/>

## PID Controller :

<https://forum.unity.com/threads/pid-controller.68390/>

<https://www.habrador.com/tutorials/pid-controller/1-car-follow-path/>

[Vehicle Path Tracking Using Pure Pursuit Controller](#)

[Programming Cars for my City-Builder Game](#)

```
public Queue<Transform> balise = new Queue<Transform>();
```

je ne peux pas utiliser Transform car le probleme si a l instant t1 je vais  
balise.Enqueue() et ensuite à l instant t2  
balise.Dequeue()

c est le meme transform at pas le transform de l instant t1 en faite il doit juste stocker l emplacement mémoire du transform pas le contenu

## **shaders :**

[basic of shader in unity](#)

i got a lot of probleme to use the universal render pipeline my materials appear pink

<https://forum.unity.com/threads/the-current-render-pipeline-is-not-compatible-with-this-master-node.660742/>

<https://learn.unity.com/tutorial/customizing-urp-asset-settings-2019-3?tab=overview#5e8ef817edbc2a0020885a76>

## **buid :**

<https://learn.unity.com/tutorial/how-to-publish-for-webgl?language=en>

it takes 10 minutes to buid for pc

pour webgl j ai fait switch platform wait 3 minutes and after build and wait about 20 minutes

i use visualstudiocode and open with live server

i get an error

<https://forum.unity.com/threads/uncaught-referenceerror-unityframework-is-not-defined-at-htmlscriptelement-script-onload-webgl.803967/>

so i disable compression