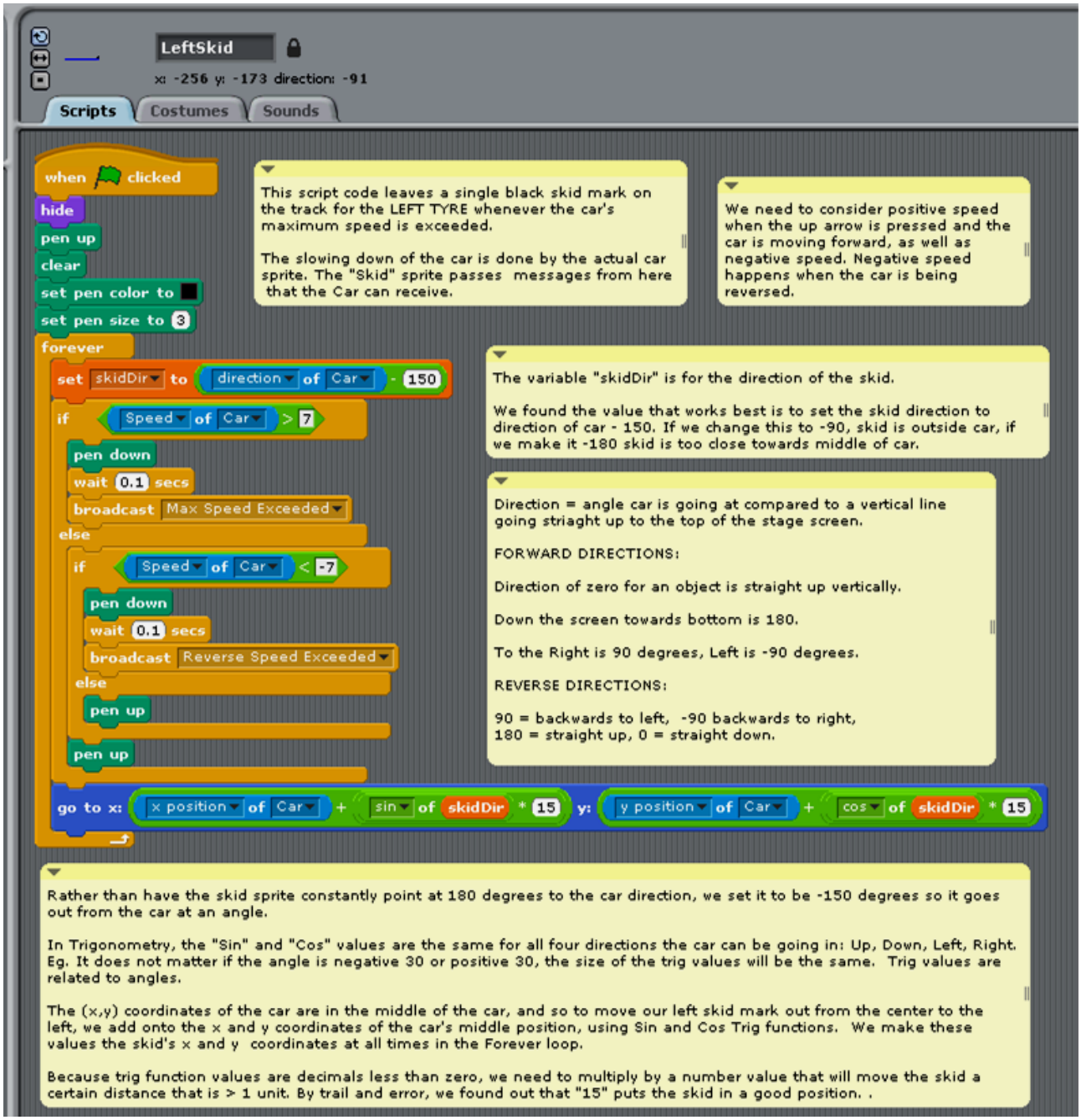
# Scratch Car Race Part 4 – Making Two Tyre Skidding

In Part 4 of the Car Race Game, we go back and revisit the skidding of the car, and change it from a single skid to a true two wheel double skid.

Rename the existing skid sprite to now be called “Left Skid”.

Create a new variable called “skidDir” and set it as “For this sprite only”. This variable will be used to set the angle direction for the skid sprite.

Remove some of the blue block code and replace it with the following code.




This Skid code sets up the Skidding for when we exceed the maximum speed.

Skidding for the space bar applying the brakes is set up separately, later in this document.

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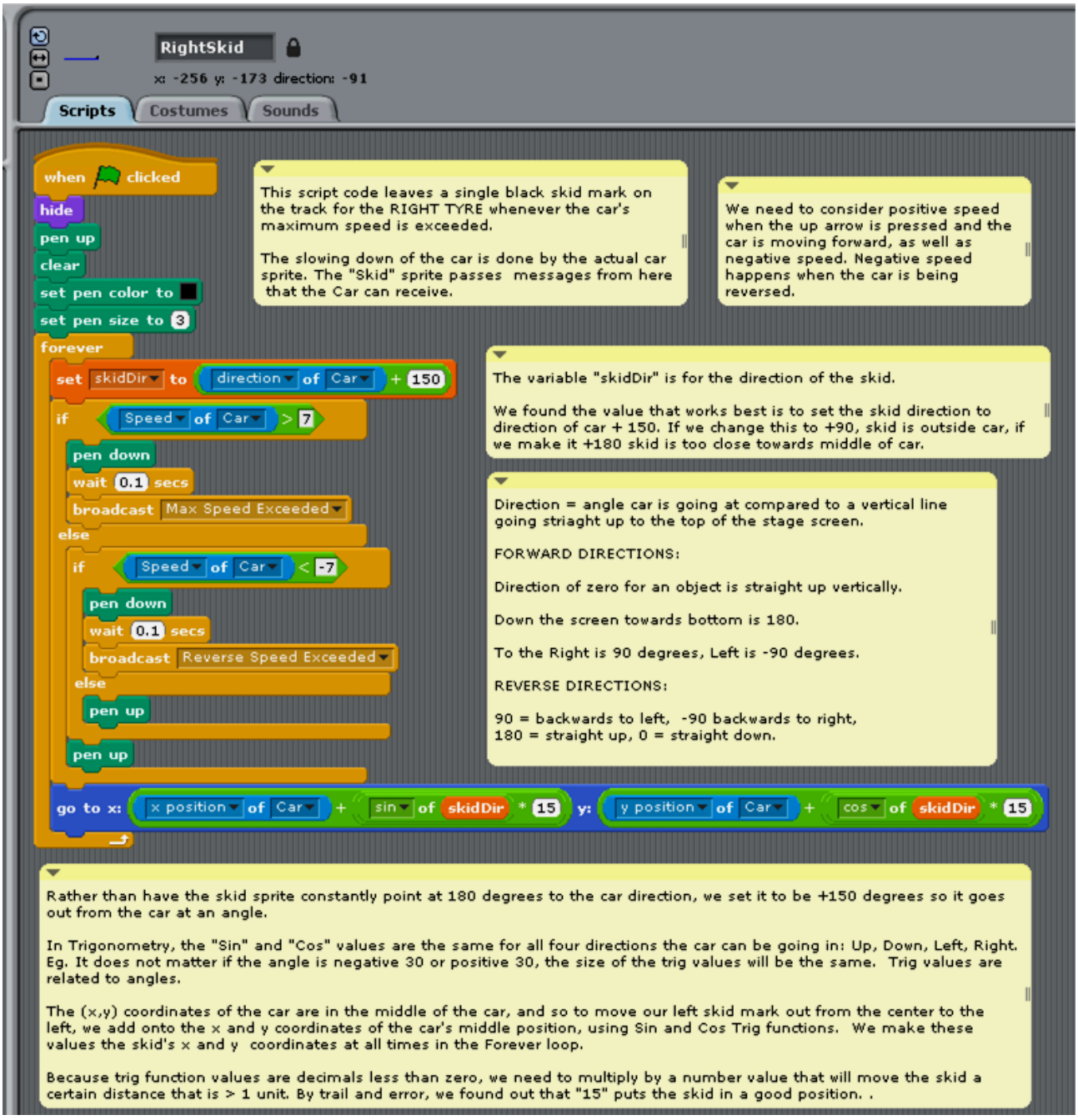
To make the skid sprite for the Right Tyre, simply right click the Left Tyre skid, and click “Duplicate”.

The only code needing changing is the code for “set SkidDir” to be + 150 instead of -150.




Making the long block is quite tricky, and requires several green blocks stacked inside each other: an Add block, a Multiply block, and a Function block. Click right on the edge to move the whole group.

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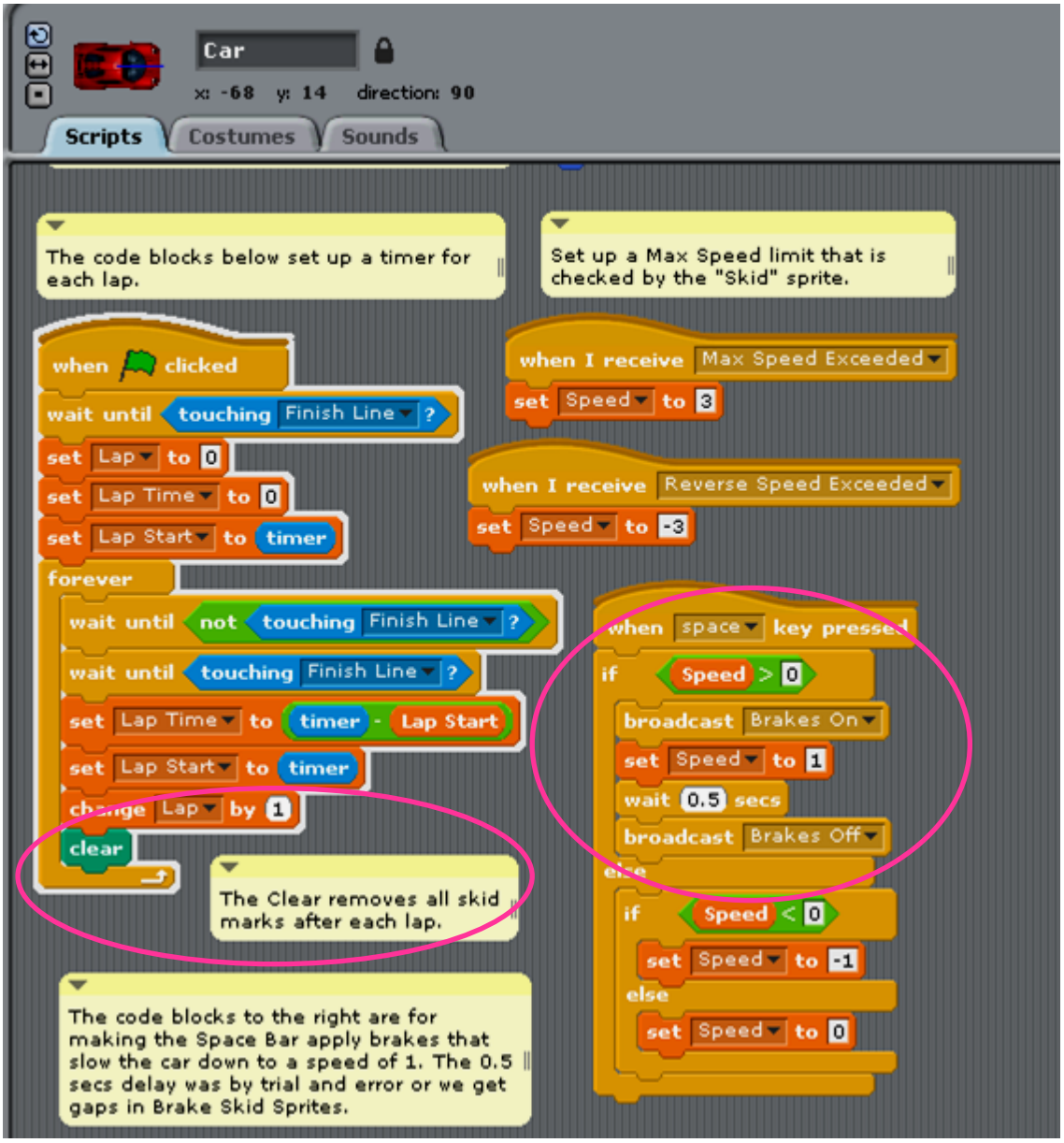
## Setting Up Brakes Skidding

This involves using much the same code as in the Left and Right Skid sprites, but we do this in two separate new sprites called "LeftBrake" and "RightBrake.

These two sprites need to be drawn as just a dot in the middle of the editor. They remain hidden the whole race but move along with the car as a carrier for the skid pen.

The "BrakeDir" variable must be set up "For this sprite only".

We tried a number of script codes for the Brake Skids, but found that we had to have the Car Sprite send messages to the Brake Sprites by changing the Car Code to look like this:



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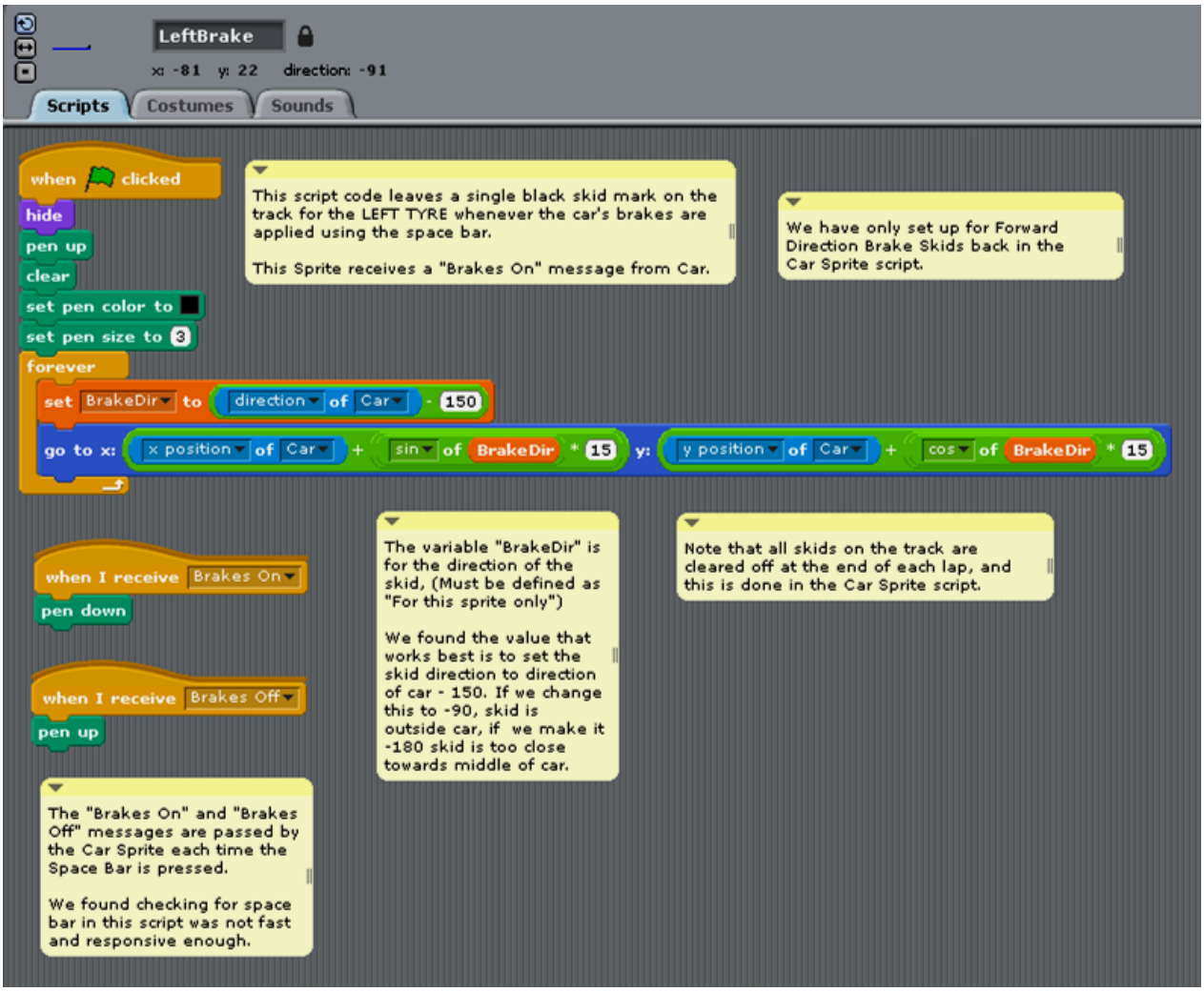
The Script Code for the Left Brake Skid is then set up with a Direction of Car -150 like this:




Note that the above scripting is the only one we could get to work.

If we try checking for When I receive Space pressed, or an If Space pressed, the response time is too slow and the skid appears on screen too long after the space bar is pressed.

The Right Brake Skid Sprite can be made by right click and "duplicate" on the left brake sprite (in the sprites area under the stage). The right brake sprite only needs the "BrakeDir" code changes to be + 150 instead of -150.