SIMPLE CAR CONTROLLER BY BONECRACKER GAMES

Thank you for purchasing Simple Car Controller!

IMPORTING

Package is only about 5 mb. After importing the package, check your console to see if you got any errors. You may get few warning on latest releases of the Unity about new API changes, but should work fine. Package will be updated constantly. If you got any missing scripts, or asset loss, reimport the package. %99 will succeed.

DEMO SCENE AND PREFABS

Demo scene is simple flat scene which you can create and test your cars here. Demo car prefabs can be found in "**Prefabs**" folder. You can drag and drop it to your scene and use it.

SCRIPTS

SCC_Camera

Following smooth camera designed for SCC. Includes camera collisions too.

SCC_Antiroll

Prevents vehicles flipovers.

SCC_Audio

Handles engine audio volume and pitch based on vehicle's engine rpm.

SCC_CreateWheelCollider

Creates new WheelColliders on Editor.

SCC_Dashboard

Handles MPH and RPM gauges on UI Canvas.

SCC_DriverAnimator

Feeds driver animator if you have.

SCC_Drivetrain

Handles drivetrain of the vehicle.

SCC_Inputs

Feeds SCC_Drivetrain with given inputs. Uses gasInput, brakeInput, handbrakeInput. Don't feed processed inputs in SCC_Drivetrain. Feed this.

SCC_Particles

Enables / disables particle emissions for wheels and exhausts.

SCC_RigidStabilizer

Stabilizer for lining the vehicle.

SCC_Wheel

Handles wheelcollider events and methods.

CREATING NEW CARS

Select your vehicle on your scene, **Tools → BCG → SCC → Add Main Controller To This Vehicle**. Select all of your wheels, create wheelcolliders, choose traction, steering, brake or handbrake.

LICENSE / CREDITS

Thank you for purchasing Simple Car Controller Kit.

I tried to keep it simple and useful.

Kit contains all necessary scripts, models, and sound effects for ready to use for unlimited personal / commercial purposes. You are not allowed to resell and redistribute any asset in the package on any store, or to anyone.

Made by

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