## **VCar**



VCar is a new package which is designed for Car Games that would give you the ability to work and hand it easily. This package include two different cars which allows you to select the car you'd like to use.

## Features of this package:

- Damage feature included sound and real car damage feature
- Cameras are all set fine and The views can be easily changed and shifted
- Car controls are all real that would give you the real sense of driving
- This package is easily manipulated and edited
- Brake lines and particles are perfectly used in this package

This package included some scripts that you can easily change and utilize in this package and car.

You can find all the main scripts in "  $\mbox{Scripts}$  "  $\mbox{folder}$  .

## Script Instructions:

VehicleControl

This is the main script which is used to control the vehicle and car.

**Check for active :** It can check whether the car is

active or not

Show Normal Gizmos: You can find out the

Normal size and shape of selected car

**Connect Wheels:** In this part you must connect

the wheels of the car

Car Steer: Steer Object Of Car

Brake Lights: Accelerating or braking light

Brake Sound: Audio Clip Of Brake

Switch Gear: Audio Source Of Switch Gear

Brake Particle: dust that is produced by friction

**Suspension Distance :** Distance of car body and

wheels

**Springs:** Spring Rate

**Dampers :** dampers rate

Wheel Radius: collider size of wheels

Torque: power of moving the car



Brake torque: Power of braking

Wheel weight: Weight rate

**Shift Centre:** when the car is contrast

Max Steer Angle: The Range Rotation of the front wheels of car

Wheel Drive: Movement of car (2 wheels, 4 wheels)

**Stiffness:** friction of car and wheels

**Gears:** The Car gears

Automatic: This part can put your gears on Automatic system, Otherwise you could change

the gears by using Page up and down.

you can change it

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