Changelog

To check out the released and pending changes, visit NWH Vehicle Physics 2 Trello board here.

For upgrade notes click here.

v1.2.2

13/07/2020

- Fix input in Monza demo scene.
- Fix VehicleSetupWizard throwing an error due to a null value of VehicleRigidbody.

v1.2.1

11/07/2020

- Added weight sensitive WheelController defaults.
- Made it possible to create a vehicle from a script at runtime using VehicleSetupWizard.RunSetup().
- Fixed trailer drives the towing vehicle into the ground when 'Freeze When Asleep' is enabled.
- Fixed insideVehicle property warning for sound property drawer.
- Moved VehicleModule Awake() call to after the vehicle is fully initialized.
- Fixed issue with VehicleComponent.Enable() getting called before VehicleComponent.Initialize().
- Fixed ShiftInto not getting triggered when using 0-9 keys in the demo.
- Fixed SteeringWheelInput compile error 'VehicleChanger' does not contain a definition for 'ActiveVehicleController'.
- Fixed 'Constrain When Asleep' not working.

v1.2.0

07/07/2020

- InputProviders have been split to SceneInputProvider and VehicleInputProvider where SceneInputProvider handles scene-related input (camera controls, vehicle switching, character movement, etc.) and VehicleInputProvider handles only vehicle-related input (steering, throttle, brakes, etc.).
- Some parts of the asset are now shared between DWP2 and NWP2 making the two assets compatible and reducing the code duplication.
- Fixed issue where blinkers and hazards could be active at the same time.
- Fixed a bug introduced in 1.1.2 where the multiplayer scripts where not changed to reflect the recent input changed.

v1.1.3

24/06/2020

- Input bug fixes related to engineStartStop, boost and light inputs (input not registering or registering multiple times). Introduced in 1.1.2.
- Added options for non-zero-index rglSliders to SteeringWheelInputProvider.
- Fixed issue where blinkers and hazards could be active at the same time.

v1.1.2

23/06/2020

- Fixed 'autoSetInput' automatically being set to true when vehicle wakes.
- Fix lights not turning on properly (bug introduced in 1.1)
- Removed delay between activating a blinker and it turning on.
- Fixed blinkers sometimes not canceling each other.
- Rewritten LightManager logic.
- Minor bug fixes and improvements.

v1.1.1

21/06/2020

- Changed how engine losses are calculated to allow the engine to rev more freely. Vehicles will feel slightly more powerful after the update.
- Fixed unneeded using directives introduced in 1.1 preventing the build from finishing successfully.
- Added "Hold To Keep In Gear" option to the transmission. This makes the transmission H-shifter friendly. When the option is enabled an input has to be held for the transmission to stay in corresponding gear, otherwise it goes to neutral.
- Added all available axis options to SteeringWheelInputProvider.
- Removed shift ban timer (delay between shifts) from manual transmission which would get interpreted as the gearbox not receiving input.
- Fixed errors caused by the SteeringWheelInputProvider not having been updated to the 1.1 InputProvider overrides.

v1.1

- Removed the need for disabling "Queries Hit Triggers" and "Queries Hit Backfaces".
- Split "Vertical" axis into "Throttle" and "Brakes" to allow for simultaneous application of both.
- Added optional bindings: CameraRotation, CameraPanning, CameraRotationModifier, CameraPanningModifier, CameraZoom, FPSMovement and ToggleGUI. This allowed for removal of all the hard-coded inputs in the asset code and all the input now goes through InputProviders.
- Improved ImputSystem support and made InputSystem default input method.
- Renamed "NewDesktopInputProvider" to "InputSystemProvider" to prevent confusion.

- Improved InputSystem with additional, optional bindings: CameraRotation, CameraPanning, CameraRotationModifier, CameraPanningModifier, CameraZoom, FPSMovement and ToggleGUI. This allowed for removal of all the hard-coded inputs in the asset code and all the input now goes through InputProviders.
- Added gamepad support to the demo scene.
- Removed shift ban timer from manual transmission.
- Implemented 'GearShift' class which contains data about the currently occuring gear shift and is used by 'OnShift', 'OnUpshift' and 'OnDownshift' events.
- Renamed Input.AutoSettable to Input.AutoSetInput since the old name was causing confusion.

v1.0.1

- Improved the way module list is reloaded in editor, removing the delay between clicking on the modules tab and the modules being drawn.
- Fix modules added after vehicle is initialized, either through scripting or inspector, not registering.
- Fixed missing trees in the demo scene.
- Fixed two audio listeners being present in the scene for the first fame when CharacterVehicleChanger is used.
- Renamed "NewDesktopInputProvider" to "InputSystemProvider" to prevent confusion.
- Added ground check to the CameraMouseDrag.

v1.0

- Major demo improvements: two new vehicles (Lada / Rocket Carrier), mirrors and interiors on all the vehicles, camera improvements, etc. Optimized Ferrari and Monster Truck models.
- Rewritten exhaust particle code for better visuals, performance and ease of setup.
- Improved surface particles / dust. Both dust and smoke are now using the same ParticleSystem and particles are emitted on per-wheel basis.
- Added dirt chunk / pebble particles.
- Improvements to SurfacePresets with extended and improved settings.
- Added camera shake on collision.
- Make 'Validate' option validate model scale and SurfaceMap tags.
- Added "IsGrounded()" and "IsFullyGrounded()" functions to the VehicleController.
- Fixed VehicleChanger thowing an error when there are no vehicles present in the scene and 'Character Based' is used.
- Disable CameraMouseDrag movement while mouse is over UI.
- VehicleCameras now auto-find target.
- CameraMouseDrag has been rewritten with a few improvements: smoothing now keeps constant distance from the vehicle, implemented panning, new options to enable/disable dragging/panning, target position offset, initial look angle.
- Rewritten vehicle enter/exit code.

v0.9.0 - v0.9.5

Versions 0.9.0 to 0.9.5 were considered Beta releases.

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