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Thank you for buying the **Simple bike control**, we hope it will help you in your project.

If you liked our product, do not forget to rate it in an Asset store

https://assetstore.unity.com/packages/slug/194129

Your feedback will help me improve the project.

If you have any suggestions or questions, you can write to this email: *kikigethigh@gmail.com* *or*

Discord: **https://discord.gg/pCjp7G3GRw**

Before set up your Bike

1.Make sure handlerbar local axis is logical :

`Pivot   Local`

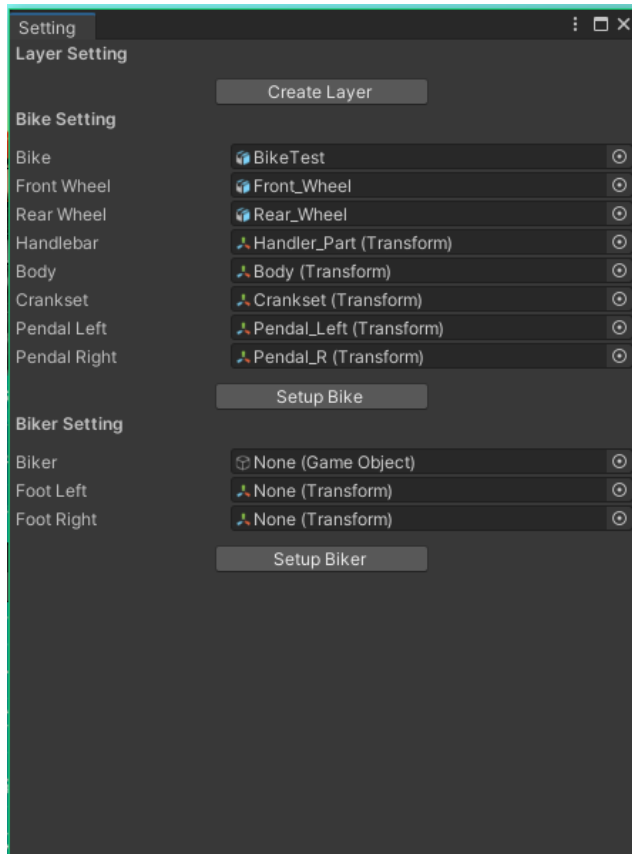**2. Create bike layer and player layer**

Tool -> SimpleBikeControl ->Setting -> Create Layer

3. The bike and character need GameManager to work

Make sure you don't forgot it

Bike setup

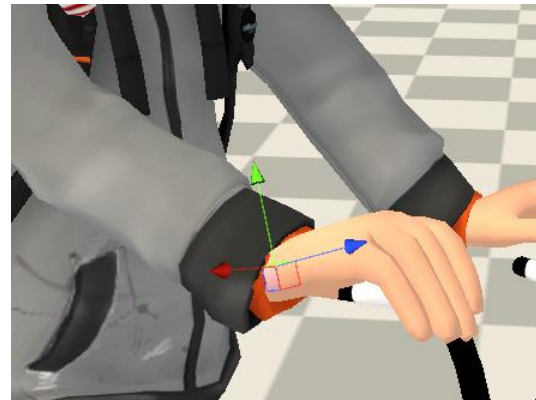## 1. Assign your bike model and bike's part -> Press Setup Bike

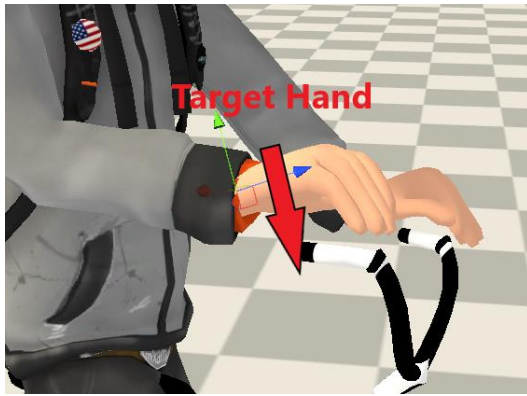
2. Adjust Biker Holder, IK targets Transform to fit your character

Adjust **Biker Holder, IK targets** in run time and copy the **Transform** value

Note : Biker Holder **Y** Transform too low will make the

character shaking because character foot impact with ground too much

More infomation

Biker Holder: Empty object that character parent to when entering bike

Biker Detector : A trigger Collider that detect biker

IK Target

Hand target: Hold character hand transforms

Pendal target: Hold character leg transform when leg is on pendal

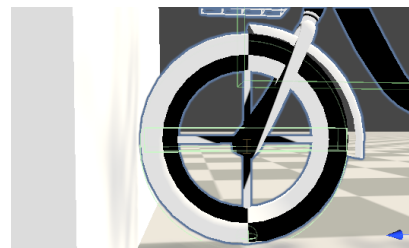Stand target: Hold character leg transform when standing on ground

Impact Box collider

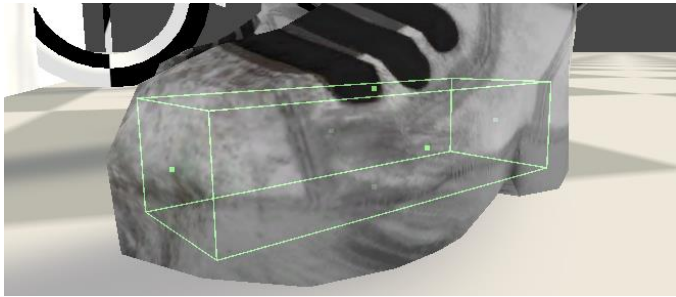Box collider keep your wheels not go through the wall when impaction occurs

Without

collider

With

collider

Biker Set up

Character foot Collider help character stand after entering bike

Stand body offset and stand angle

Stand body offset and stand angle fix body logic while standing