

FC_Pack_Car_Low_Poly

ABSTRACT:

The package contains **12 low poly vehicles**, each vehicle has a **maximum of 644 faces** and a **minimum of 411 faces**. The **12 vehicles prefab** have collision, wheel colliders, rigidbody and 1 vehicle control script.

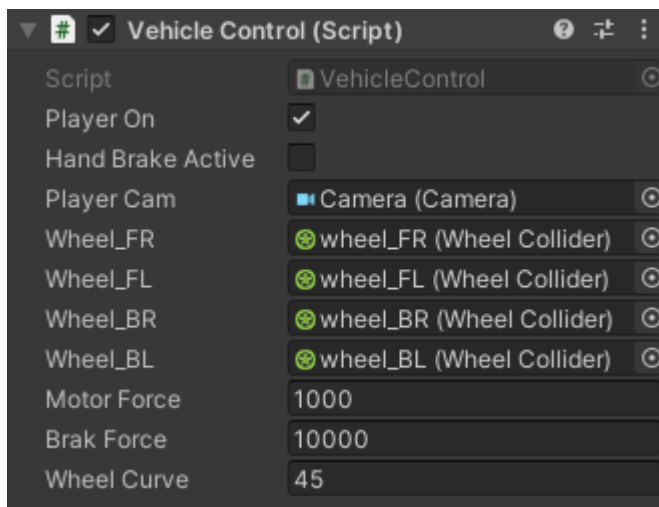
You can turn player control on and off via a public variable **"playerOn"** in the **"VehicleControl"** script.

Vehicle wheels are separate in case you want to create your own motion animation.

The vehicle control script will help you to configure other vehicles with wheel colliders. The script is made for keyboard control, however you can adapt the controller in the script and use mobile buttons that will use the same functions.

This is a lightweight package for creating low poly games capable of running on the desired platform.

Script VehicleControl:



playerOn is a variable that serves to enable and disable player controls over the vehicle. If it is true, the player will be able to control the vehicle. If the variable is false, the player will not have control of the vehicle and the camera will be linked to the variable **playerCam** will be disabled.

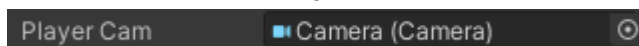


The variable **playerOn** is a great option for you to be able to access through other scripts to consider that the player entered or left the car, for example.

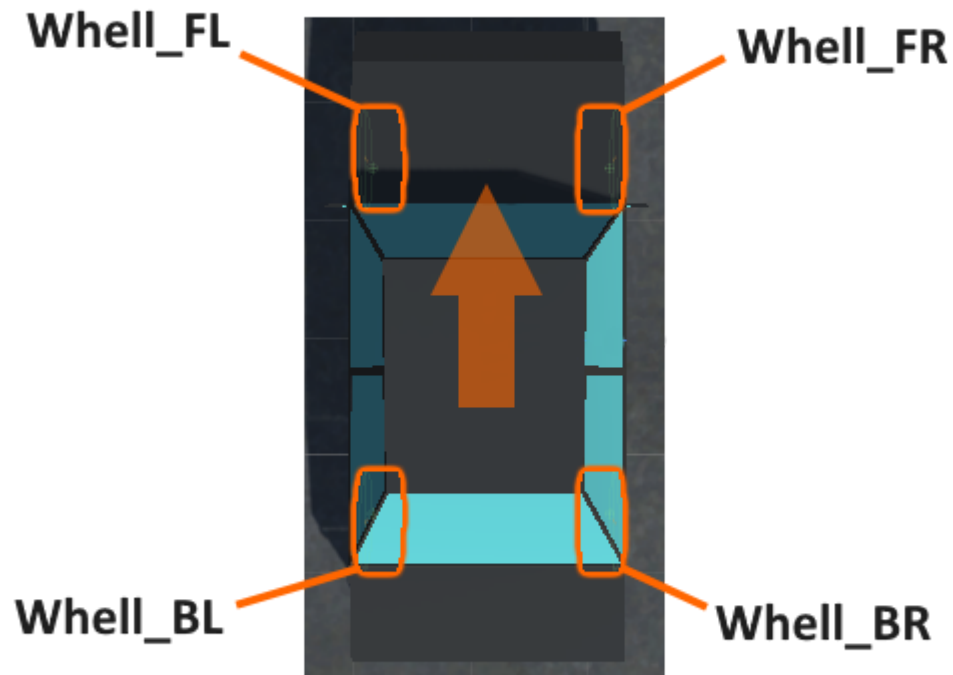
handBrakeActive is the variable responsible for controlling the vehicle's brake, as it is true, it locks the vehicle's rear wheels. You can also use it with the player control off to position parked vehicles with a parking brake on, so they don't travel alone downhill or crashing.



playerCam needs to be informed of a camera, which will be the player's view. It is activated when the variable **playerOn** is equal to true and off when it is false.



Vehicle wheels are named according to the correct placement of the wheel collider variables. The wheel is mandatory to have a wheel collider to work!



motorForce it is the “engine force” that gives power to the wheels, the bigger the vehicle, the faster the vehicle will be.

I recommend keeping the value between 1000 and 2000 but you are free to change it.



brakForce is the vehicle's braking capacity, the higher the brake, the more powerful the brake. It is also used by the script to reduce vehicle stoppage when not accelerating.

Brak Force	10000
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wheelCurve limits how much of a turn the wheel can make. It is recommended to keep at 45° of the turn.

Wheel Curve	45
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