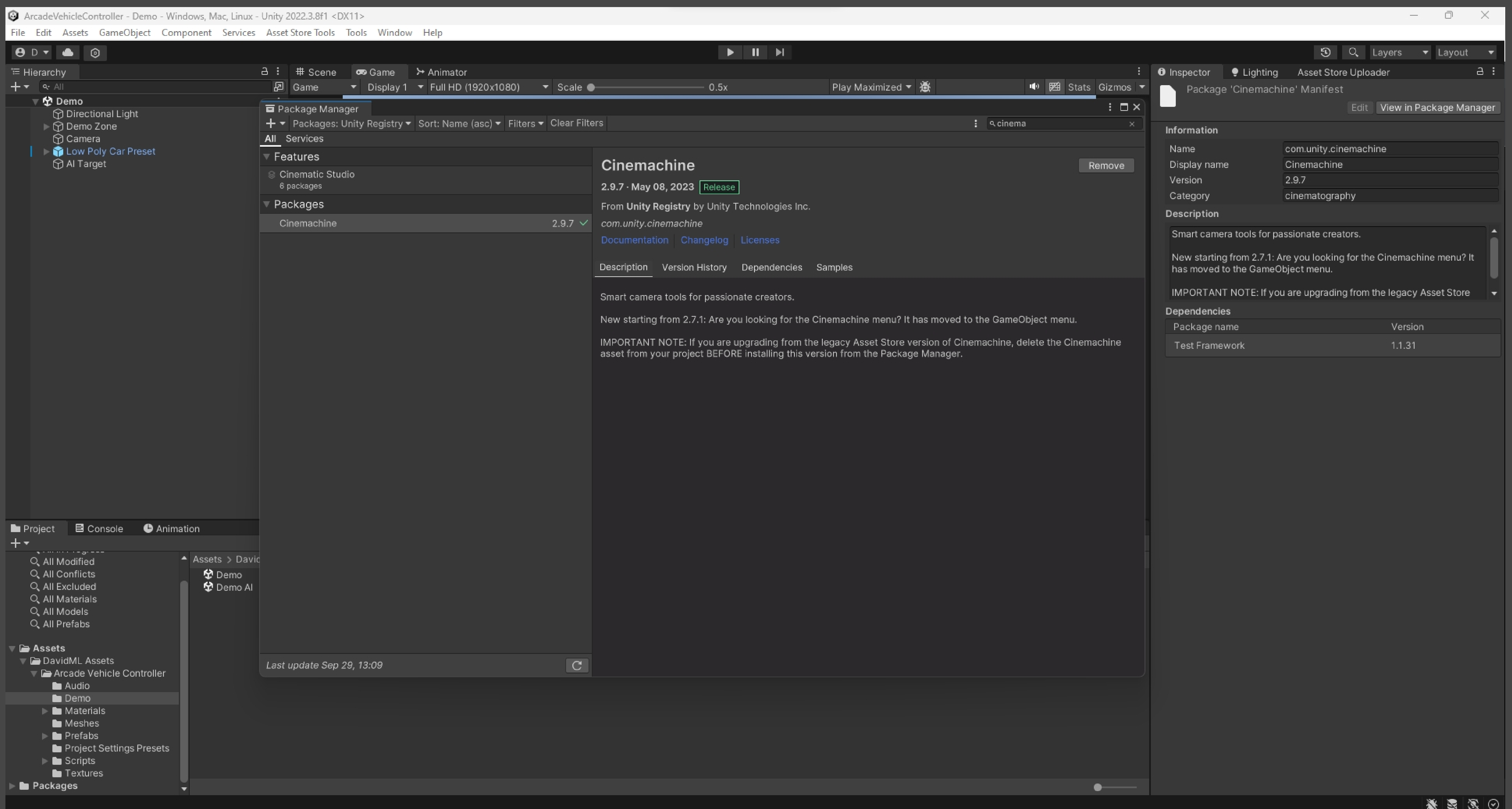


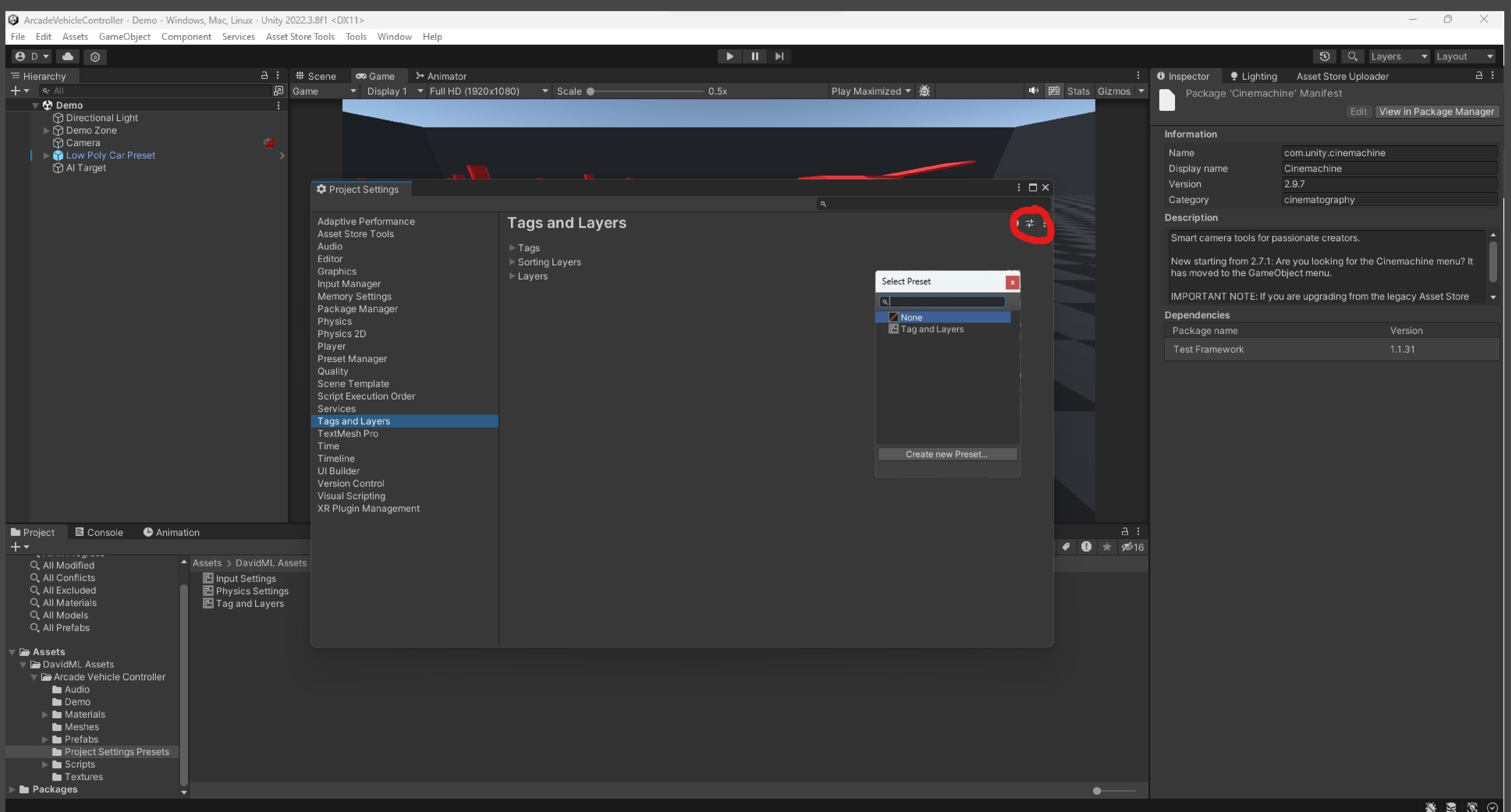
ARCADE VEHICLE CONTROLLER

INSTALLATION STEPS

Before importing the package, first install Cinemachine from Unity Registry.

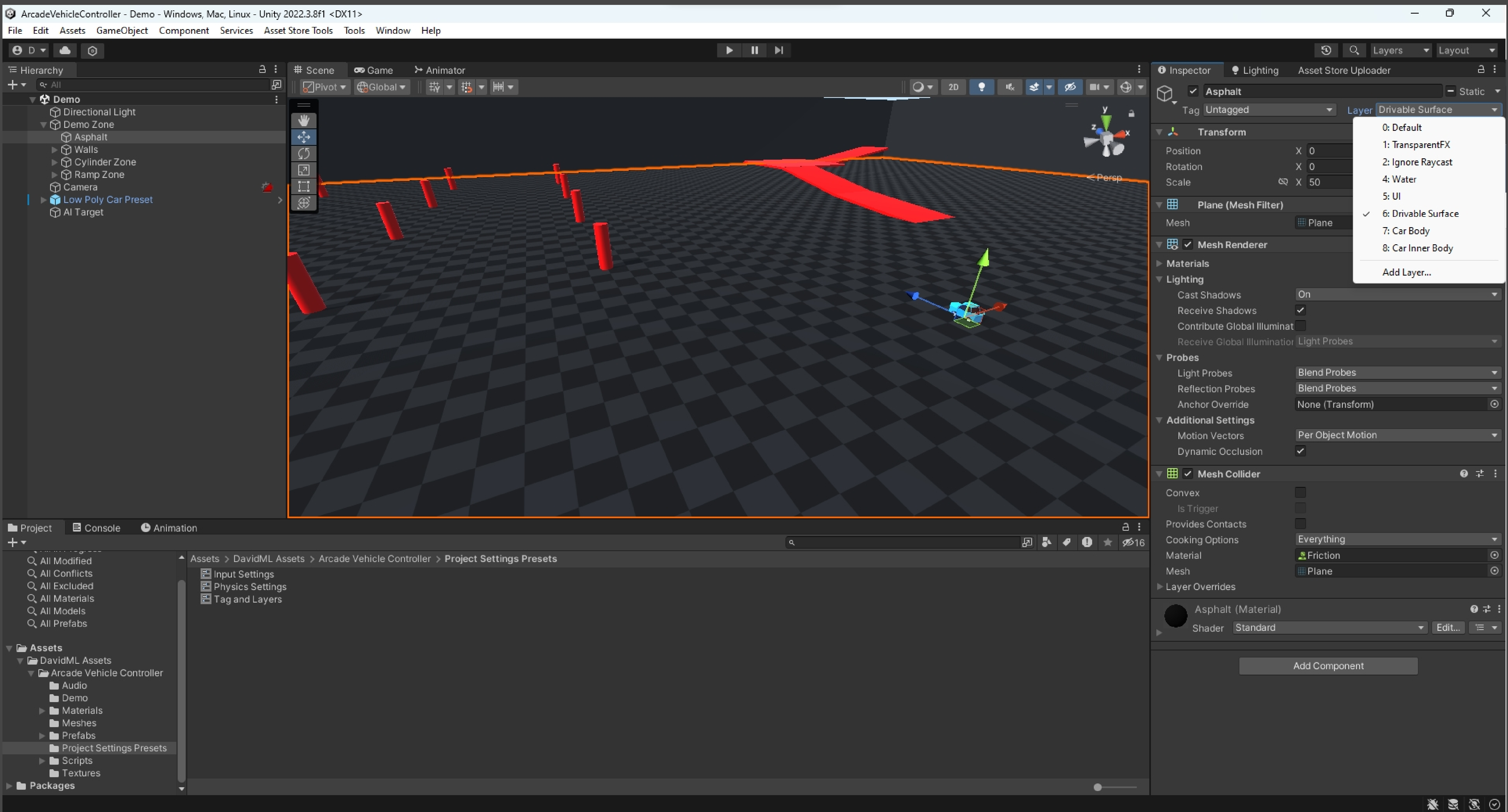


Import the package, and before doing anything, go to Edit > Project Settings, and import Input Preset, Physics Preset, Tag and Layers Preset.

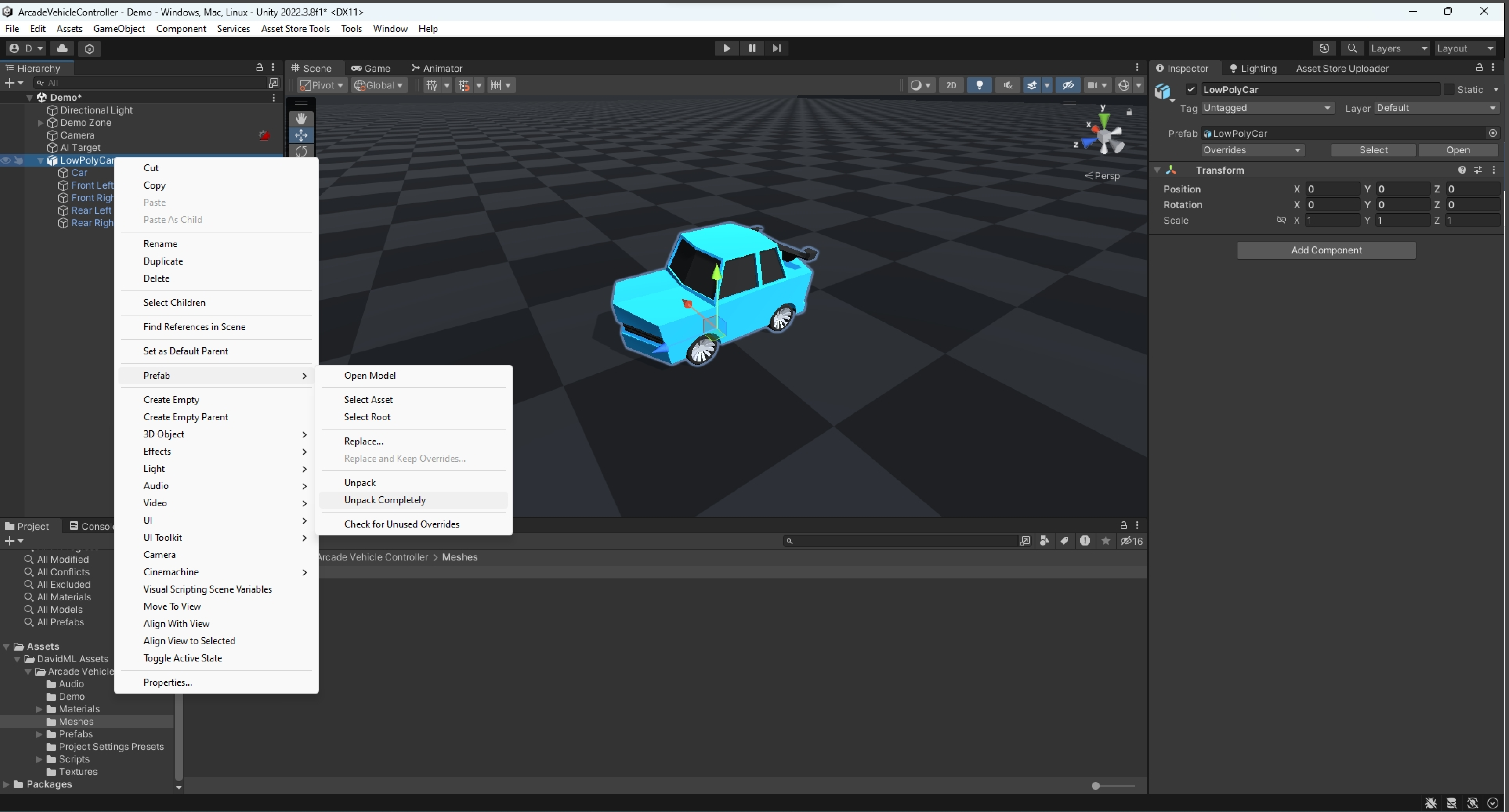


INSTALLATION STEPS

Assign "Drivable Surface" layer to all the surfaces you want to allow the vehicles to drive in. (Road, terrain, ramps, ...)



Lets start with vehicle creation, first drop the vehicle in hierarchy and "Unpack completely" the prefab. Delete all collisions and rigibodyys if present.

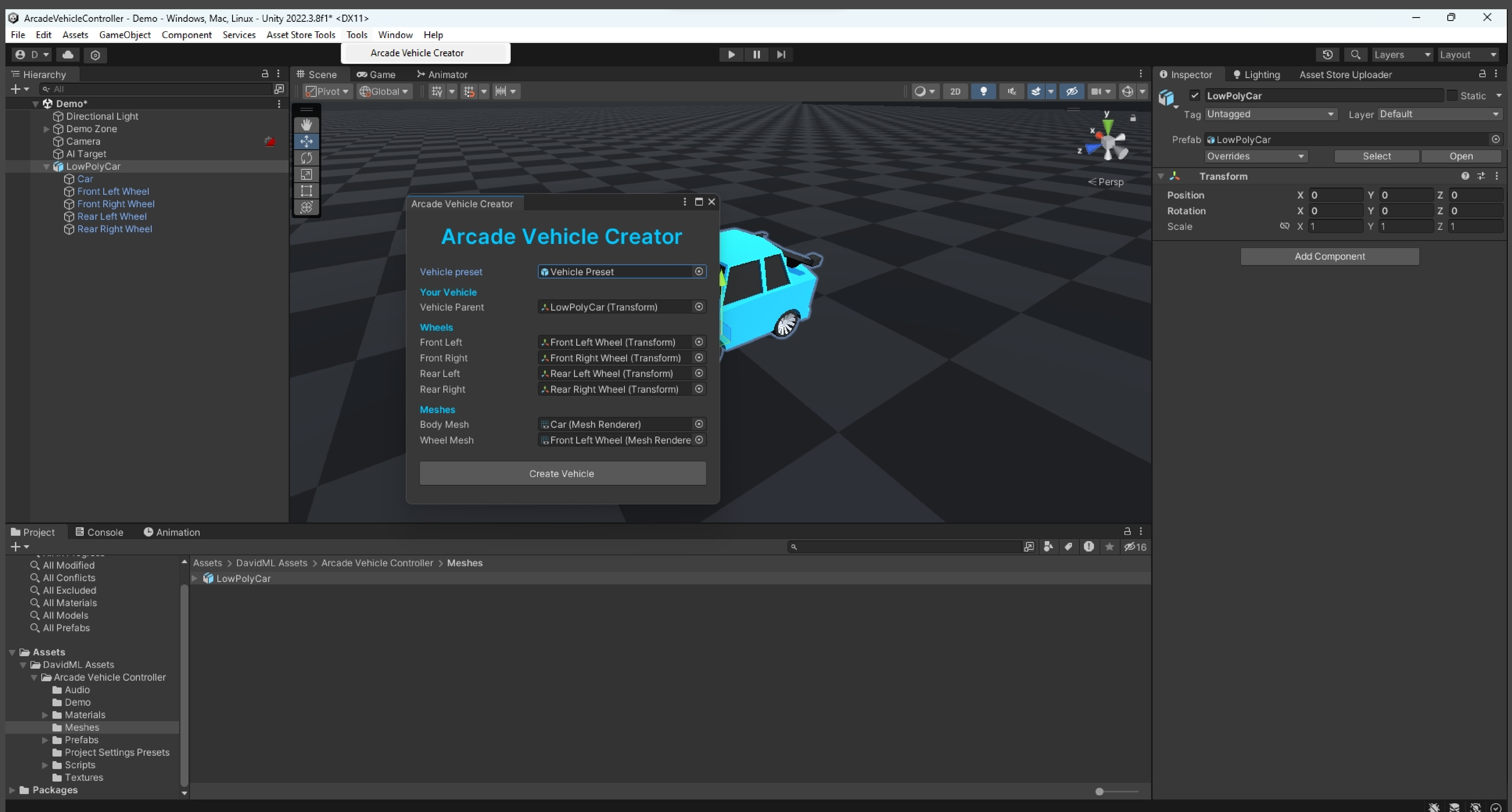


INSTALLATION STEPS

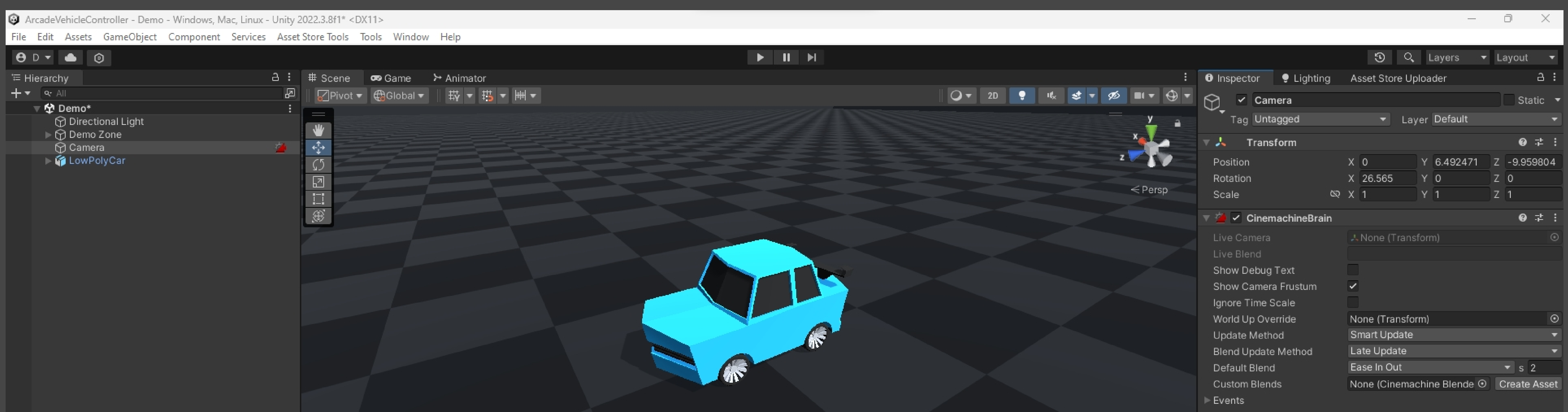
Open vehicle creation Window located in Tools > Arcade Vehicle Creator.

1. Vehicle preset: one of them located in Arcade Vehicle Controller > Prefabs > Vehicles
2. Assign all wheels to each input.
3. Body mesh of the car.
4. One of the vehicle wheels mesh.

Now press "Create Vehicle" and thats all!



The only thing you need to start driving the card is a Surface, created vehicle, and a Cinemachine Camera.



INSTALLATION STEPS

✓

Arcade Vehicle Controller (Script)

?

Arcade Vehicle Controller

Join Discord

Documentation

Rate the Asset

Controlling settings

Manual

AI

Ground settings

Ground check method

Ray Cast

Drivable layer

Drivable Surface

Friction material

Friction

Vehicle

Max speed

100

Acceleration

15

Deceleration

1.25

Turning

10

Gravity

7

Down force

5

Body turn tilt

10

Air vehicle controlling

Air control enabled

☐

Drift Mode

Drift mode enabled?

☐

Rigid body

Inner body

SphereRB (Rigidbody)

Car body

Low Poly Car Preset (Rigidbody)

Curves

Friction curve

Turning curve

Visual settings

Body mesh

Body (Transform)

▶ Front wheels

2

▶ Rear wheels

2

Tire effects

Tire effects enabled?

☒

Rear left skid

RL_SKID (Trail Renderer)

Rear left smoke

RL_SMOKE (Particle System)

Rear right skid

RR_SKID (Trail Renderer)

Rear right smoke

RR_SMOKE (Particle System)

Sound settings

Engine sound

Low Poly Car Preset (Audio Source)

Minimum pitch

0.3

Maximum pitch

2.5

Skid sound

Low Poly Car Preset (Audio Source)