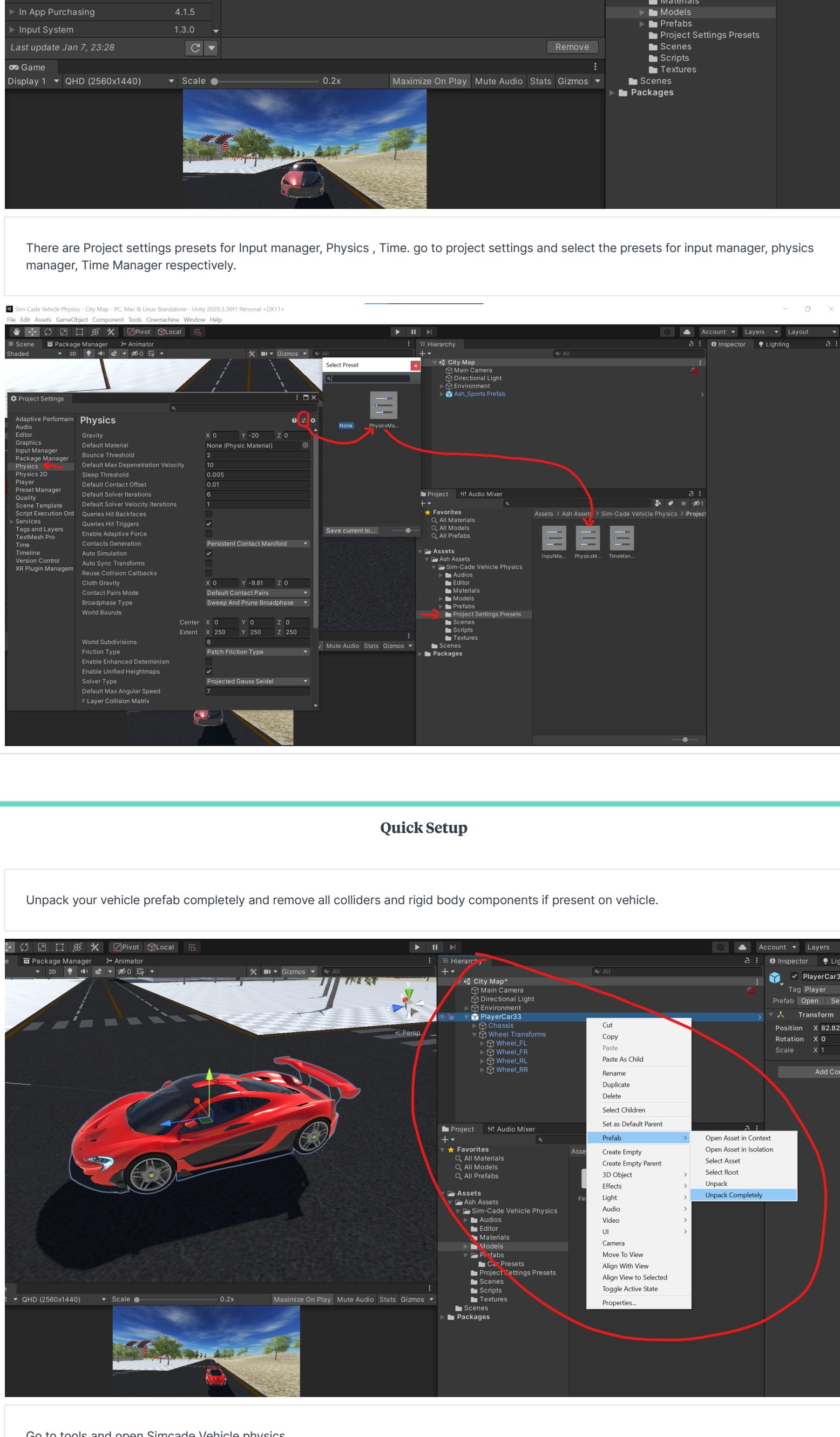


For questions or problems join discord : <https://discord.com/invite/sEWwDGr>

For Arcade vehicle physics check out Ash Vehicle Physics : <http://u3d.as/2ktP>

Project Settings

First of All Make sure you have Cinemachine package installed. By going to package manager in unity registry and searching cinemachine.

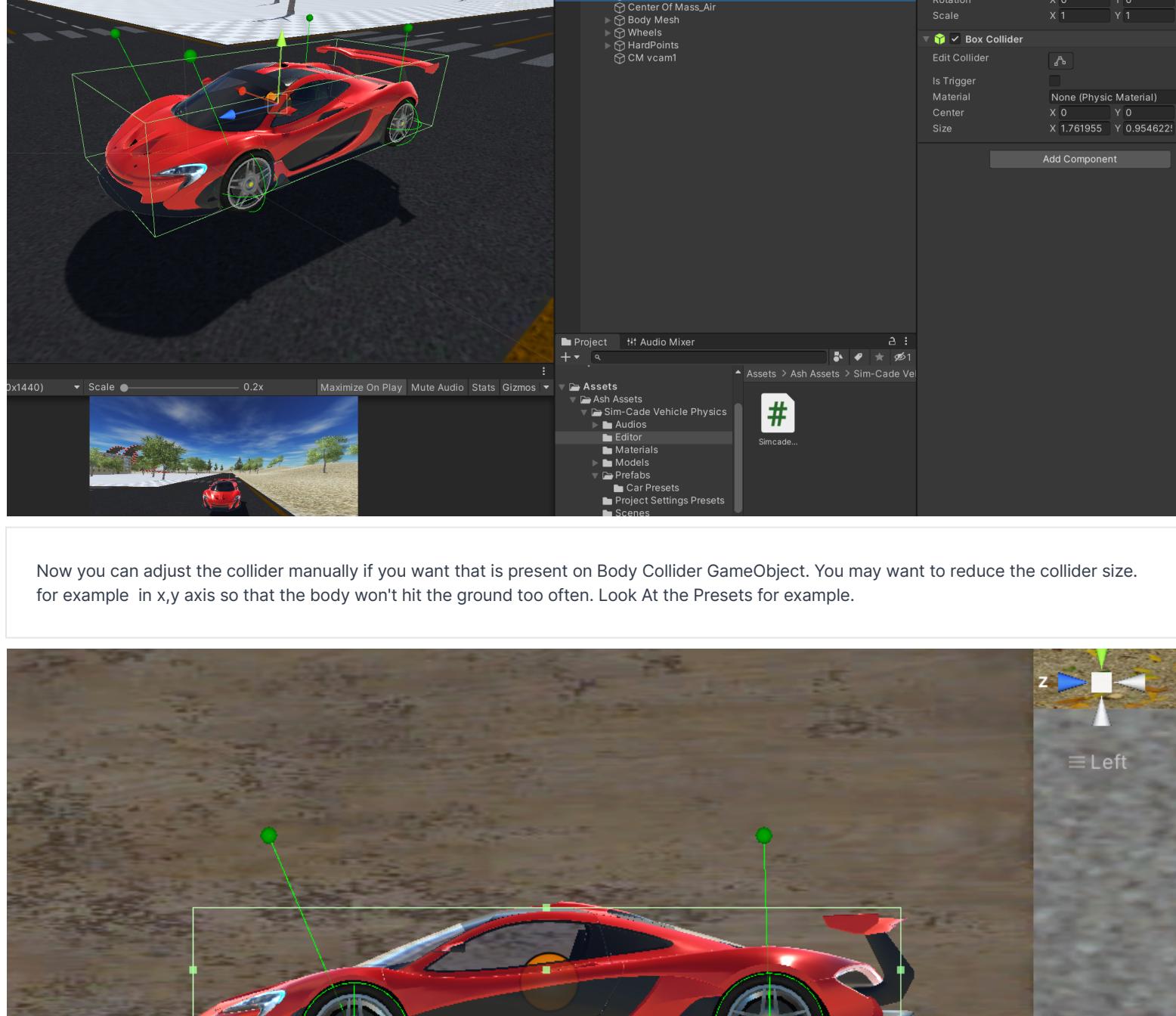


There are Project settings presets for Input manager, Physics , Time. go to project settings and select the presets for input manager, physics manager, Time Manager respectively.

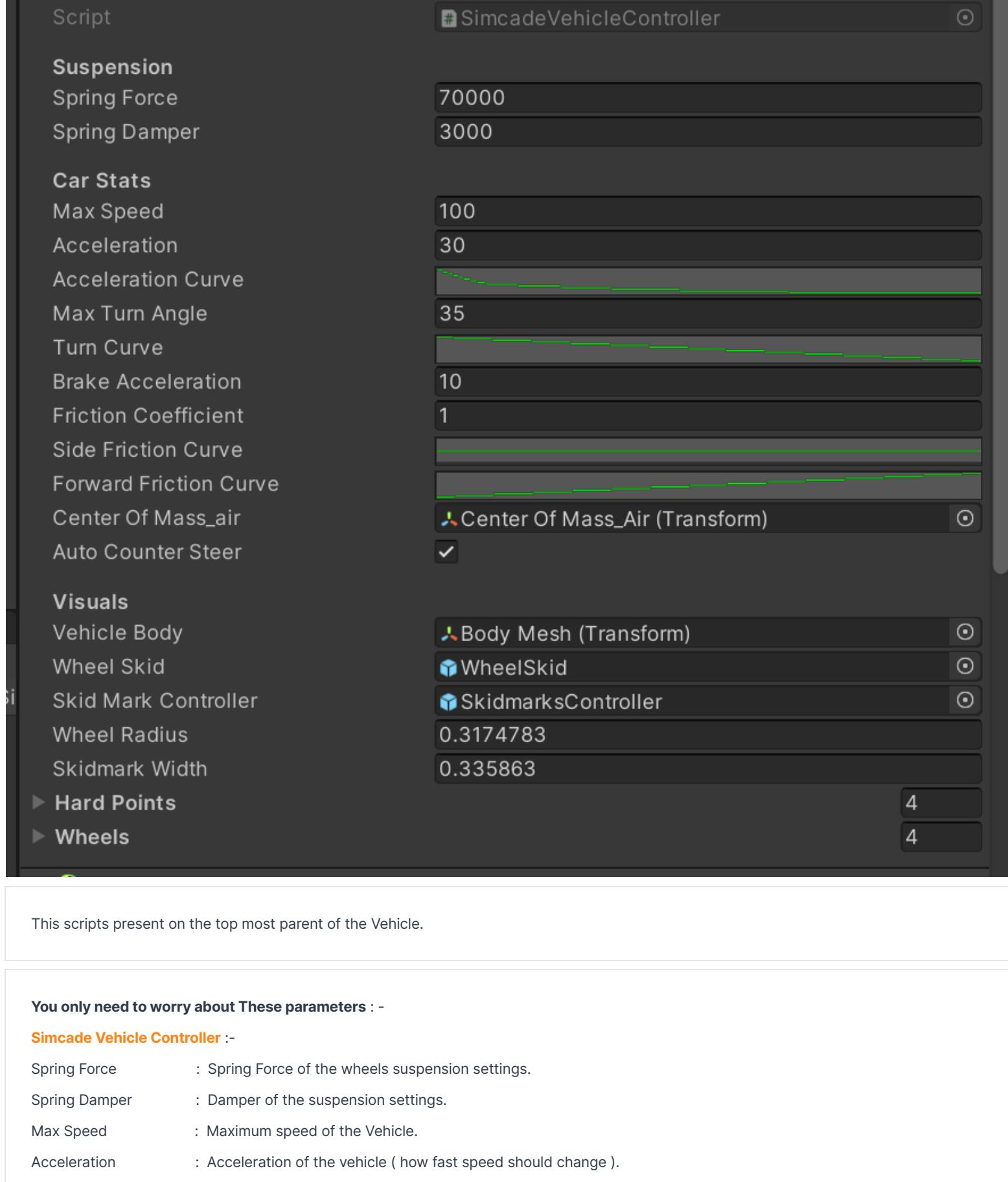


Quick Setup

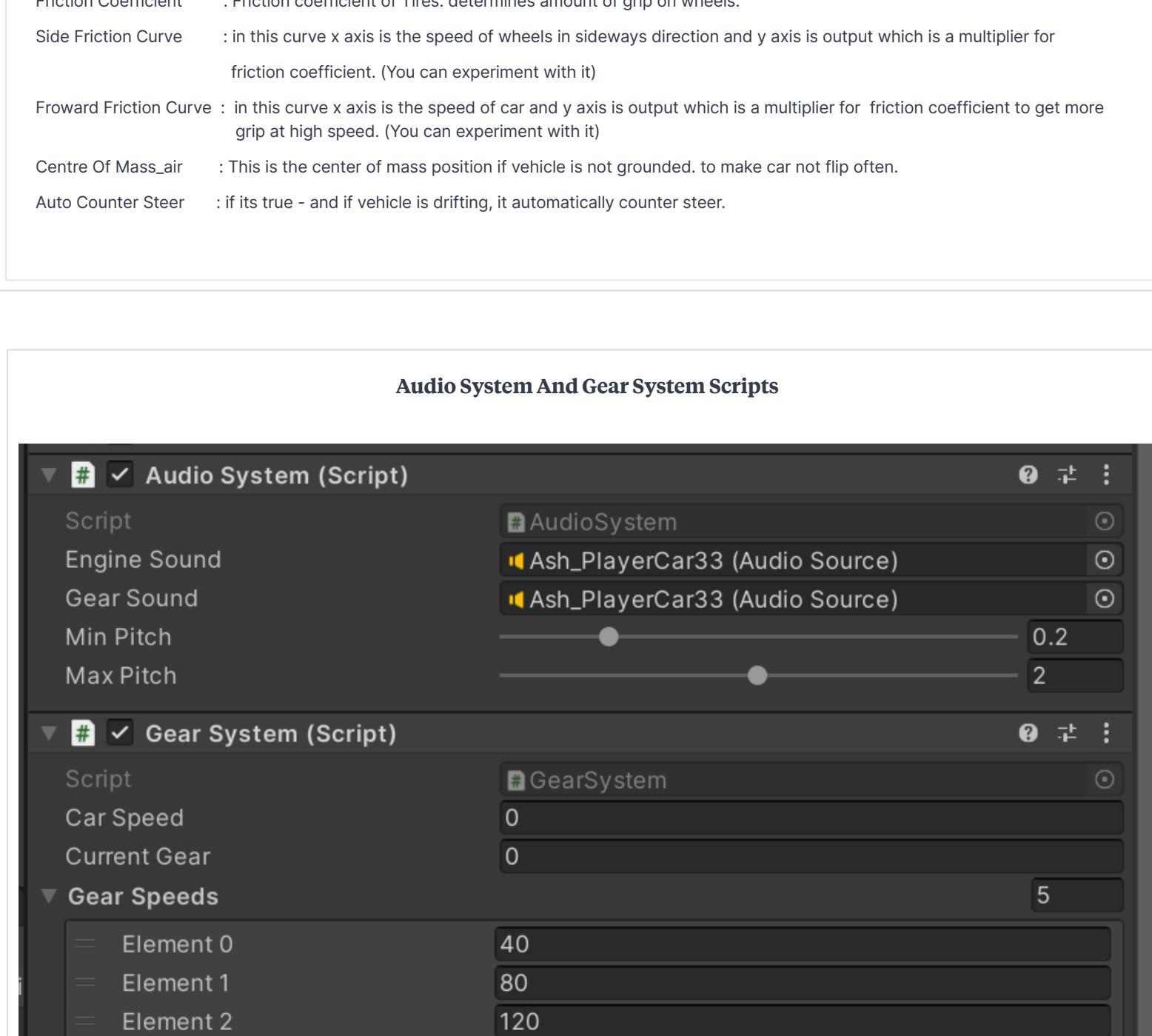
Unpack your vehicle prefab completely and remove all colliders and rigid body components if present on vehicle.



Go to tools and open Simcade Vehicle physics.



Then click on Create Simcade Vehicle.



Simcade Vehicle Controller Script

This scripts present on the top most parent of the Vehicle.

You only need to worry about These parameters :-

Simcade Vehicle Controller :-

Spring Force : Spring Force of the wheels suspension settings.

Spring Damper : Damper of the suspension settings.

Max Speed : Maximum speed of the Vehicle.

Acceleration : Acceleration of the vehicle (how fast speed should change).

Acceleration Curve : in this curve x axis is the speed of car and y axis is output which is a multiplier for acceleration to change acceleration behavior according to speed.(e.g. you can set the graph declining so that at start you have more acceleration and at high speed you have less)

Max Turn Angle : Maximum angle Tires can turn in non slip condition.(not drifting)

Turn Curve : in this curve x axis is the speed of car and y axis is output which is a multiplier for turn Angle to limit the turning at high speed. (you can change the curve according to your need)

Brake Acceleration : This is a opposite acceleration on vehicle if brake input is pressed.(this is handbrake).

Note - if reverse acceleration Button (S) is pressed then total acceleration will be acceleration + brake acceleration in reverse direction.

Friction Coefficient : Friction coefficient of Tires. determines amount of grip on wheels.

Side Friction Curve : in this curve x axis is the speed of wheels in sideways direction and y axis is output which is a multiplier for friction coefficient. (You can experiment with it)

Forward Friction Curve : in this curve x axis is the speed of car and y axis is output which is a multiplier for friction coefficient to get more grip at high speed. (You can experiment with it)

Centre Of Mass_air : This is the center of mass position if vehicle is not grounded. to make car not flip often.

Auto Counter Steer : if its true - and if vehicle is drifting, it automatically counter steer.

Audio System And Gear System Scripts

This scripts present on the top most parent of the Vehicle.

Audio System :-

You can change Engine sound and gear switch sound from here. these audio sources are present on the main Parent of vehicle.

Min Pitch is the pitch of engine audio at rest And Max pitch is the pitch of engine audio at high speed.

Gear System :-

Car speed is current car speed. current gear is current gear of car.

Total number of Gear Speed Elements is the total number of gears.

And gear will change if the vehicle cross the current gear speed.

(for e.g if vehicle speed is 30 its gear is 1. if its cross 40 it switch to gear 2.)