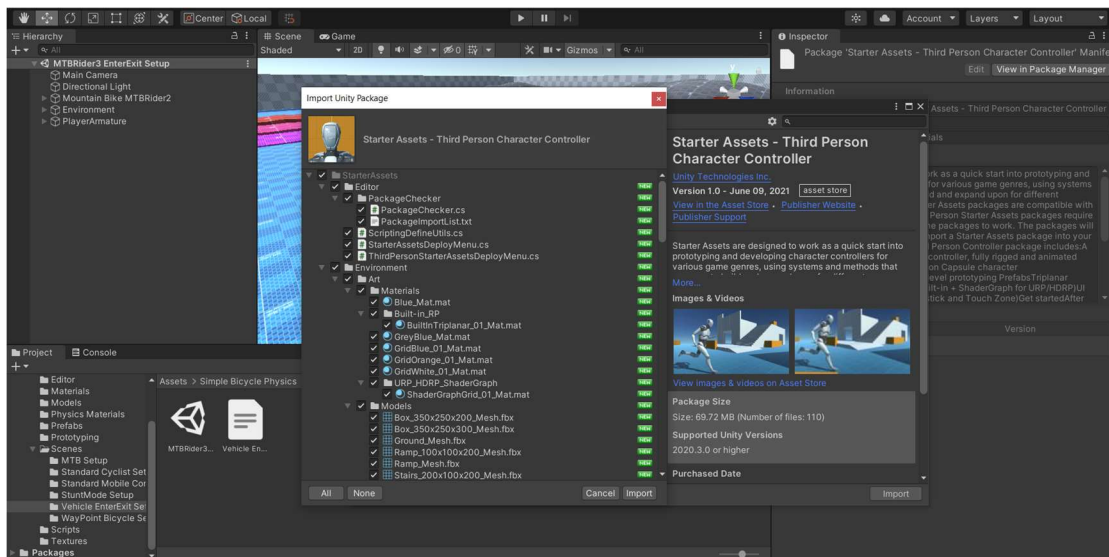# Simple Bicycle Physics

Enter / Exit Mechanism
For TPS/FPS Controllers
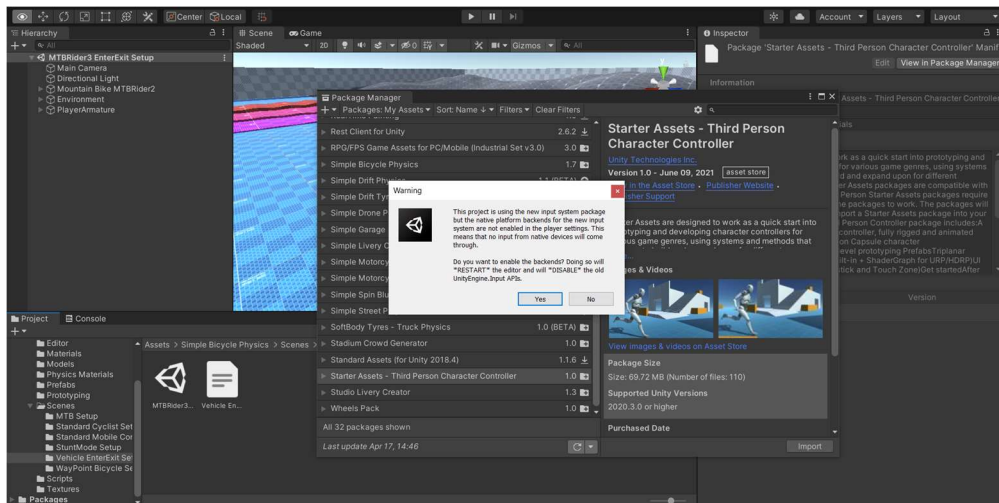
The vehicle enter exit scene uses Third Person Character Controller offered by Unity Technologies: Starter Assets - Third Person Character Controller

To set up the scene with the TPS character controller please follow the steps below:
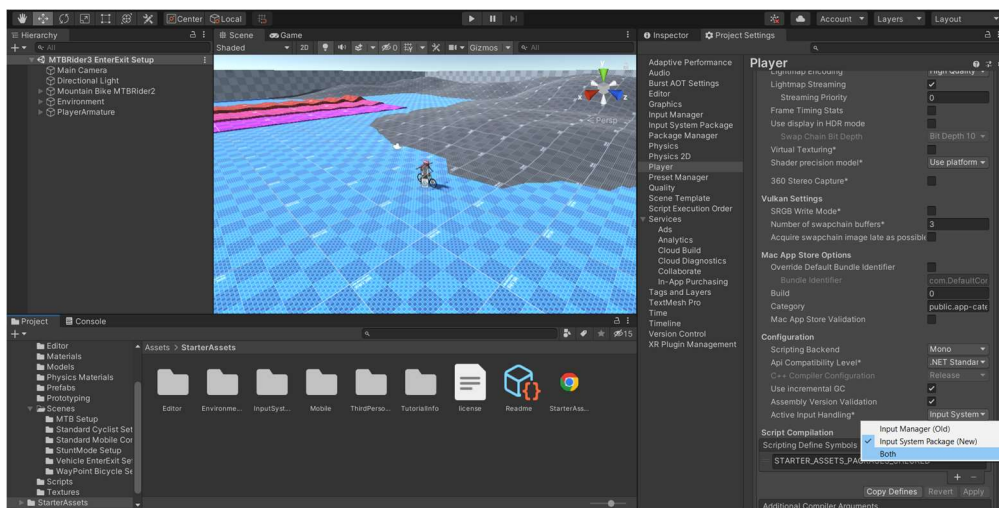
Step 1: Click on the link above and add the asset to your library. Go to Window > Package Manager > Search for the asset Starter Assets - Third Person Character Controller
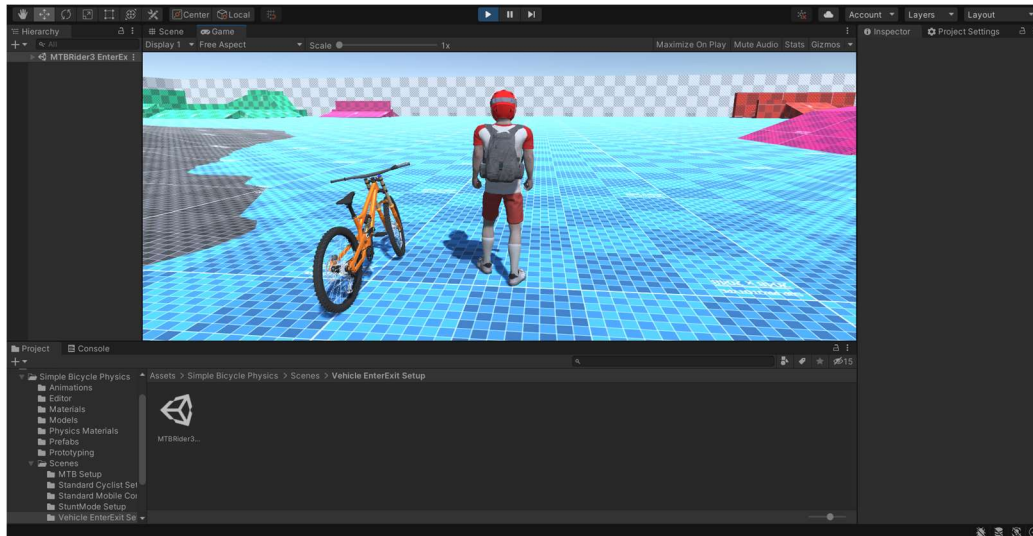

Step 2: Download and install the package. The editor will ask you to restart the Unity to update the inputs. Click Yes.

Step 3: Go to Project settings > Player Settings > Other Settings > Active Input Handling > Set it to Both.
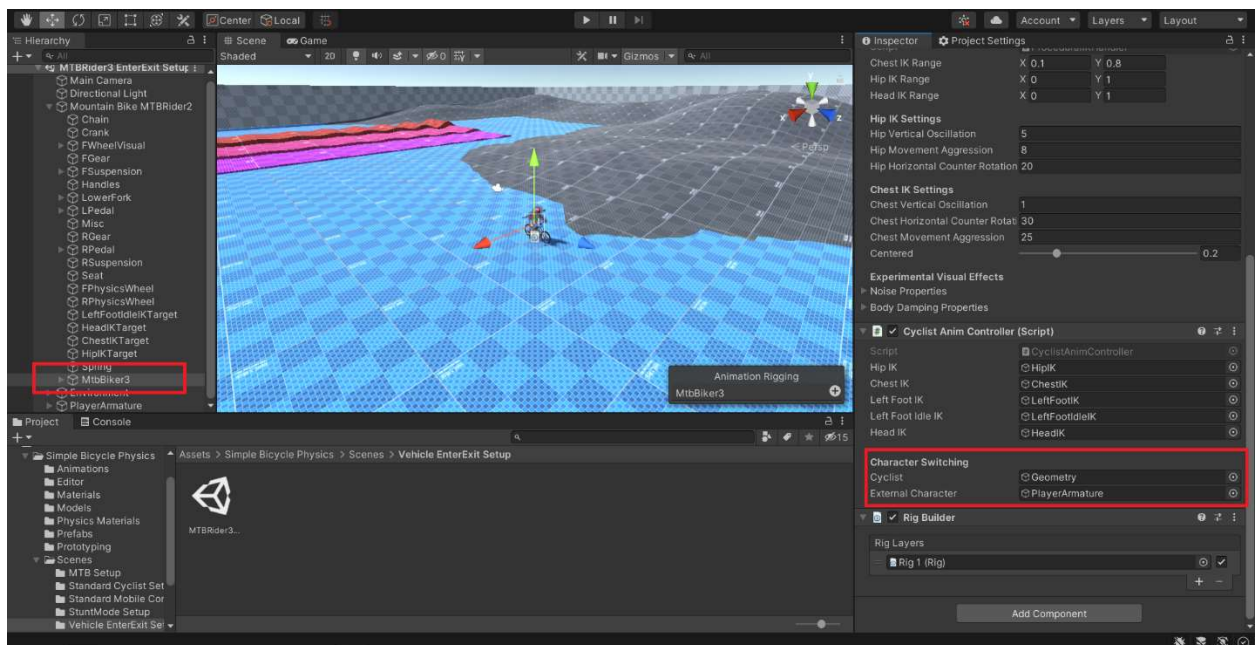

Step 4: Hit Play to test out the scene.

Trouble Shooting:

Please ensure that the PlayerArmature is referenced in the Animation Controller script:

If you are facing any other troubles, please send us an email at info@aikodex.com