2D Vehicle Physics documentation

1. Description

This package contains a few scripts for making a vehicle controller based on Physics2D. With this you can quick start making your own 2D racing game. Just add your sprites and spend a few minutes for setting the necessary parameters of your 2D vehicle.

Features:
- Easy to setup
- Realistic physics
- Mobile compatibility

Used components:
- Configured *Spring Joint 2D, Slider Joint 2D, Hinge Joint 2D*
- Forces affecting on *Rigidbody 2D* without directly changing velocity
- Any 2D collider type for vehicle body and *Circle Collider 2D* for wheels

2. Quick start

a) Take a look in *Prefabs* folder. Drag and drop **SportCar** prefab on your scene and check object hierarchy

b) Replace vehicle body and wheels sprites on your own using Sprite Renderer component on **SportCar**, **BackWheel** and **FrontWheel** objects

c) Change the radius of Circle Collider for **BackWheel** and **FrontWheel** objects based on size of your wheel sprites. Also, change the edges positions of Polygon Collider for **SportCar** object in the same way

d) Set the default wheel positions for your vehicle by dragging **BackWheelPivot** and **FrontWheelPivot** objects

e) Finally, set your own parameters for the vehicle in *Car Controller 2D* component. Find more description about vehicle parameters in *CarController2D.cs* scripts

Also, take a look at **CustomWheelPivot** prefab in **Prefabs** folder**.** You can attach this wheel to any other object with Rigidbody2D attached.