Car Controller Free Manual

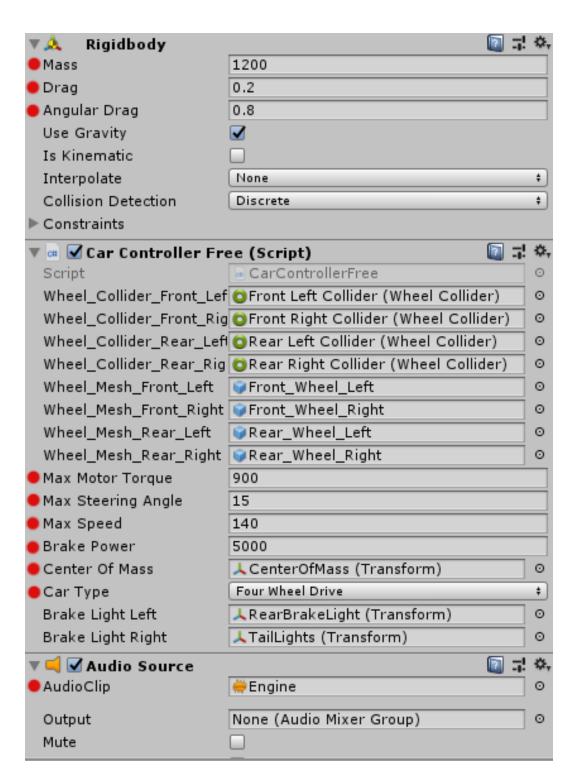Support: azerilodeveloper@gmail.com

This is the free version of [Car Controller Pro asset](). This free car controller is a good starting point for making your racing game. If you want more features and mobile device compatibility you can buy Car Controller Pro.

How to run the demo?

To view the "Car Controller Free" in action open the "Main" scene from the "Scenes" folder and play it. It shows you a car in a demo environment. you can control the car by the keyboard arrow keys. Press the space bar to break.

How to setup each car with different personality?

By changing some properties of the car, you can change its behavior. In racing games each car should has a different speed, acceleration, handling and so on. In the Car Controller Free, you can set these properties easily.

Rigidbody

● Mass	1200
● Drag	0.2
● Angular Drag	0.8
Use Gravity	☑
Is Kinematic	☐
Interpolate	None ↕
Collision Detection	Discrete ↕
▶ Constraints	

☑ Car Controller Free (Script)

Script	CarControllerFree
Wheel_Collider_Front_Lef	○ Front Left Collider (Wheel Collider)
Wheel_Collider_Front_Rig	○ Front Right Collider (Wheel Collider)
Wheel_Collider_Rear_Lef	○ Rear Left Collider (Wheel Collider)
Wheel_Collider_Rear_Rig	○ Rear Right Collider (Wheel Collider)
Wheel_Mesh_Front_Left	Front_Wheel_Left
Wheel_Mesh_Front_Right	Front_Wheel_Right
Wheel_Mesh_Rear_Left	Rear_Wheel_Left
Wheel_Mesh_Rear_Right	Rear_Wheel_Right
● Max Motor Torque	900
● Max Steering Angle	15
● Max Speed	140
● Brake Power	5000
● Center Of Mass	CenterOfMass (Transform)
● Car Type	Four Wheel Drive ↕
Brake Light Left	RearBrakeLight (Transform)
Brake Light Right	TailLights (Transform)

☑ Audio Source

● AudioClip	Engine
Output	None (Audio Mixer Group)
Mute	☐

At the root of the car prefab you'll see:

- Mass

  Changing the car mass affects its acceleration

- Drag

  Changing the car drag affects its acceleration

- Angular Drag

  Changing the car angular drag affects its handling. If you want a drifting car decrease its value. If you want prevent the car from drifting increase it.

- Max Motor Torque

  This the power applied to the car when user press the gas pedal. Higher values increase the car acceleration and responsiveness.

- Max Steering Angle

  This property set the max tire angles. Higher values make the car more sensitive to steering.

- Max Speed

  Here you can set the maximum car speed.

- Brake Power

  This is the brake power applied to the car when user press the brake button.

- Center of Mass

  It defines the center of mass of the car. By changing its position, you can prevent the car from roll over.

- Car Type

  Here you can define where the forces apply to the car. Front wheel drive, Rear wheel drive, Four-wheel drive. To make

the car more responsive I recommend to select Four-wheel drive mode.

- Audio Clip

    Here you can change the engine sound file.

What are the main scripts?

CarControllerFree.cs

This is the most important script in this package and should be placed at the root of your car game object. It defines the characteristics and behavior of the car.

AutoCam.cs

Defines the camera settings.

Also, Inside the script files you can see more explanation in the comment sections.

For any question contact me:

Support: azerilodeveloper@gmail.com