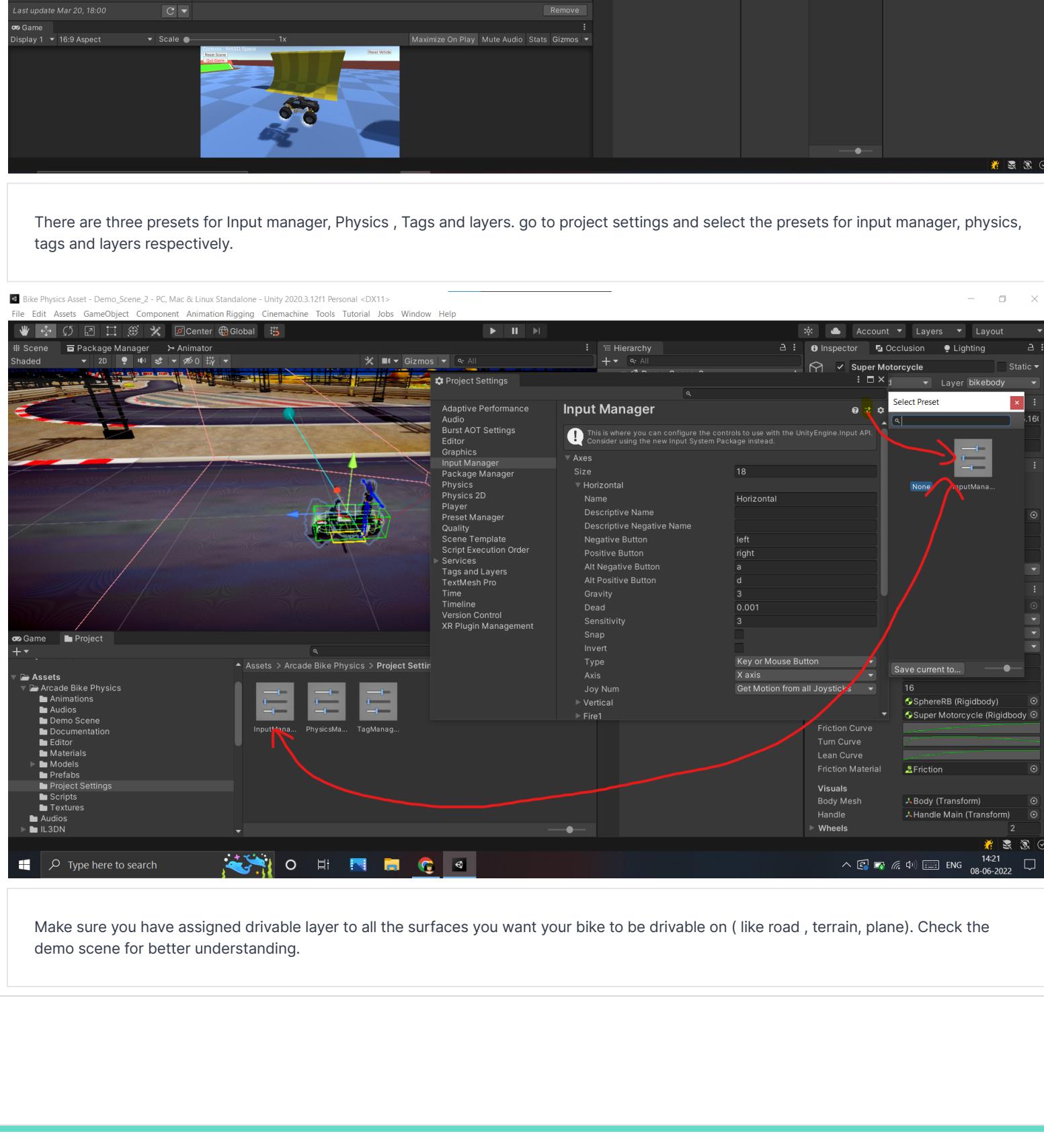


For questions or problems join discord : <https://discord.com/invite/sEWwDGr>

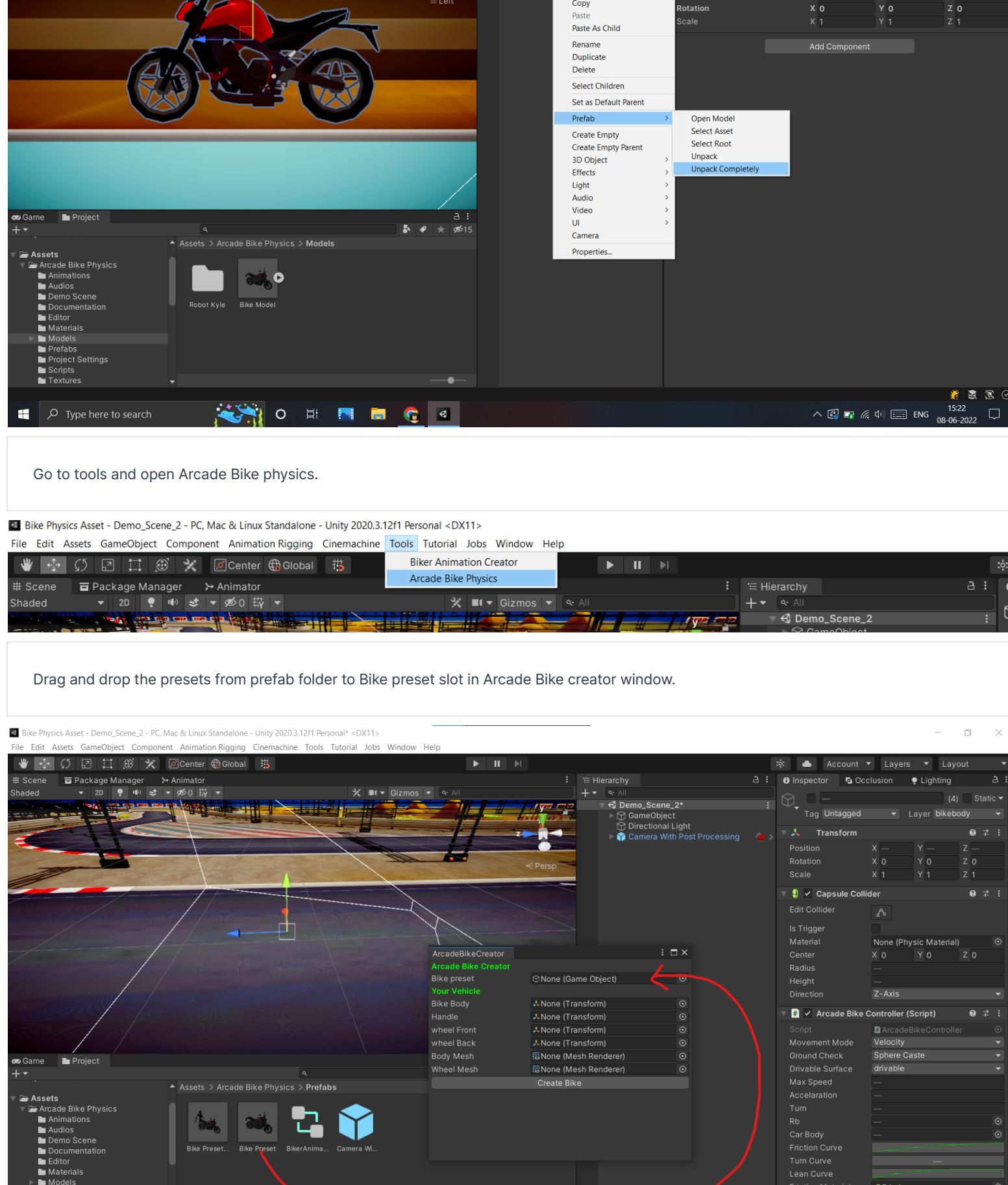
For Arcade vehicle physics check out Ash Vehicle Physics : <http://u3d.as/2ktP>

## Project Settings

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



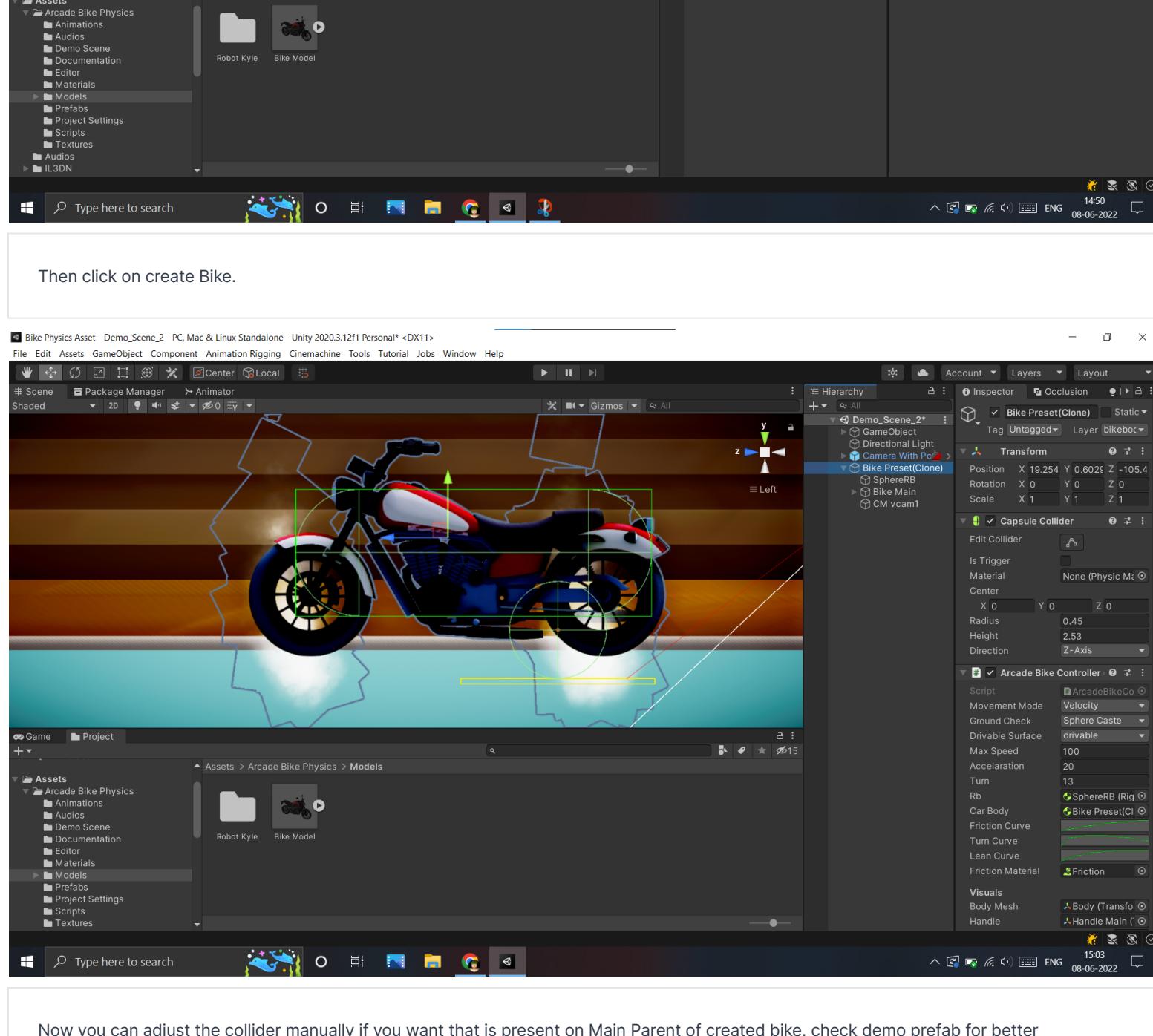
There are three presets for Input manager, Physics , Tags and layers. go to project settings and select the presets for input manager, physics, tags and layers respectively.



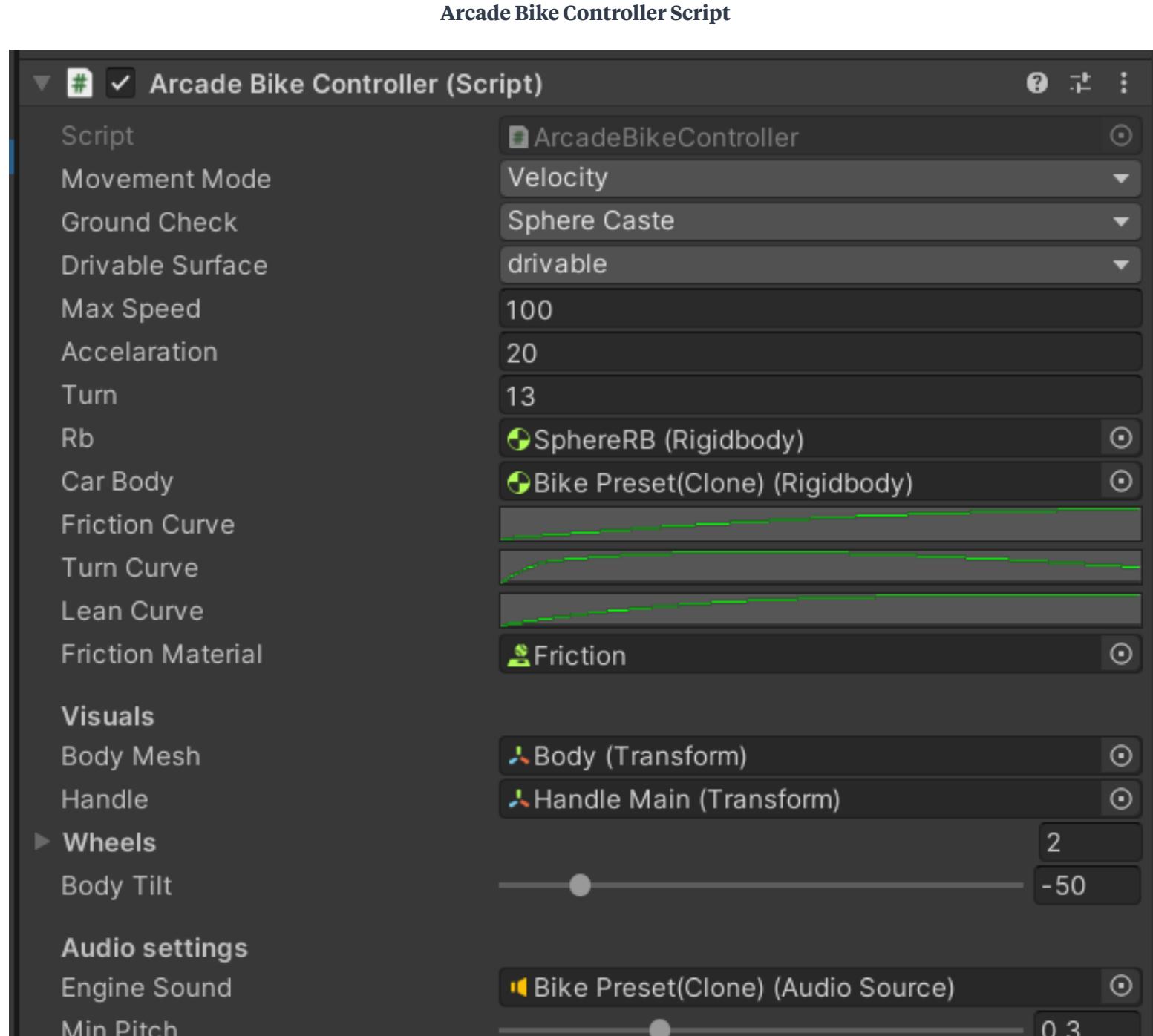
Make sure you have assigned drivable layer to all the surfaces you want your bike to be drivable on ( like road , terrain, plane). Check the demo scene for better understanding.

## Quick Setup

Unpack your Bike model prefab completely and remove all colliders and rigid body components if present on bike.



Go to tools and open Arcade Bike physics.



This scripts present on the top most parent of the Created Bike.

You only need to worry about These parameters :-

**Movement Mode** : Velocity or angular velocity. ( SphereRB will reach max Velocity or angular velocity )

**Ground Check** : raycast or spherecast method to ground detection.(for plane roads use raycast, for terrain like surfaces use spherecast )

**Driveable surface** : layer that you want your Bike to be drivable on.

**Max Speed , acceleration , turn** are self explanatory. just play around with these values.

**Friction Curve** : on this curve x axis is cars sideways velocity, y axis is friction material's Dynamic friction.

**Turn Curve** : on this curve x axis is cars forward velocity, y axis is Torque should be applied to turn vehicle.

**Body Tilt** : how much Bike body should lean while turning.

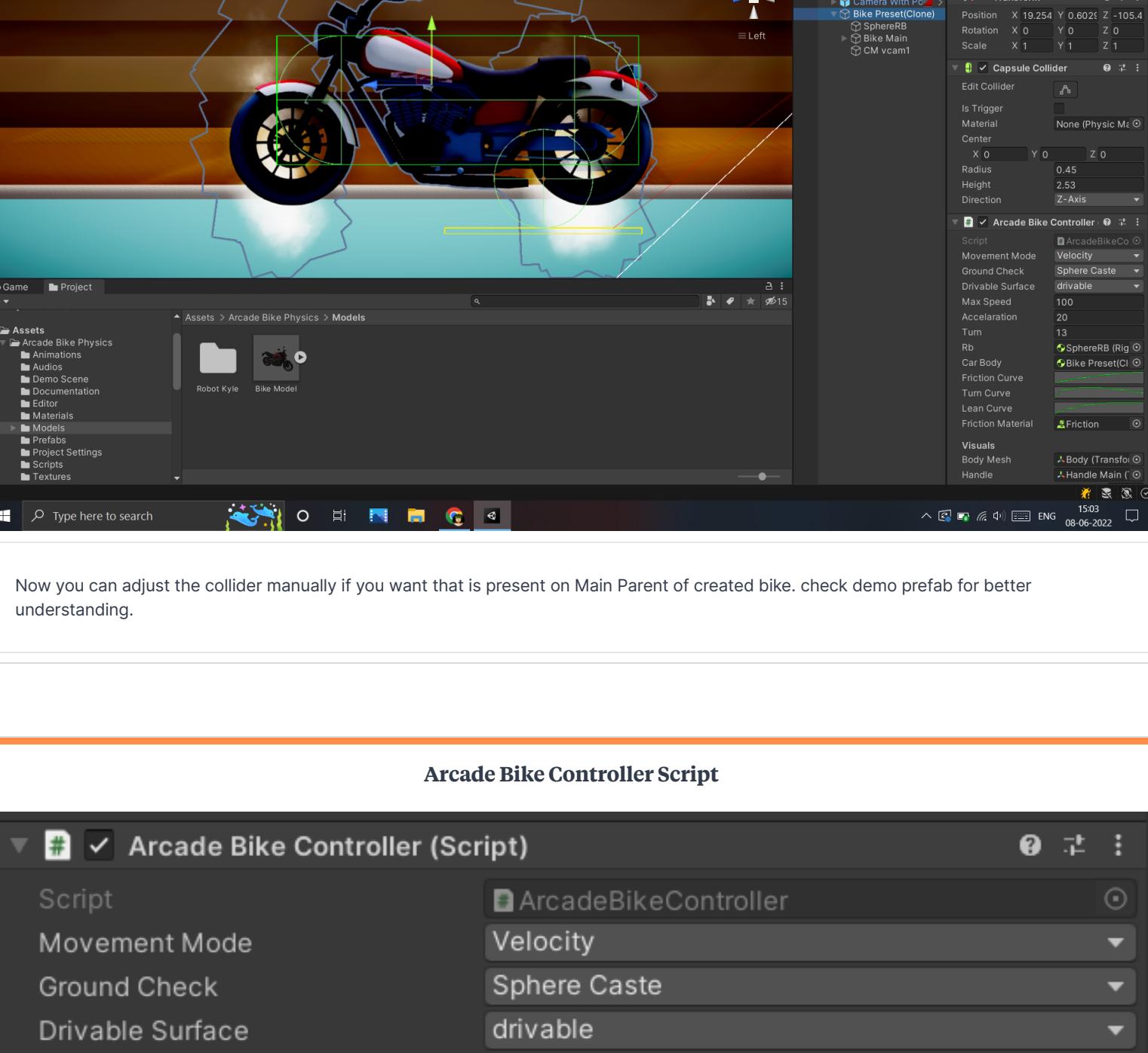
**Engine Sound** : Audio source of engine sound, you can change engine audio clip but it should be loopable.

**Min Pitch** : Minimum pitch of engine sound (at 0 speed).

**Max Pitch** : Maximum pitch of engine sound (at Max speed).

**Skid Sound** : Audio source of skid sound.

## Arcade Bike Controller Script



This scripts present on the top most parent of the Created Bike.

You only need to worry about These parameters :-

**Movement Mode** : Velocity or angular velocity. ( SphereRB will reach max Velocity or angular velocity )

**Ground Check** : raycast or spherecast method to ground detection.(for plane roads use raycast, for terrain like surfaces use spherecast )

**Driveable surface** : layer that you want your Bike to be drivable on.

**Max Speed , acceleration , turn** are self explanatory. just play around with these values.

**Friction Curve** : on this curve x axis is cars sideways velocity, y axis is friction material's Dynamic friction.

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**Body Tilt** : how much Bike body should lean while turning.

**Engine Sound** : Audio source of engine sound, you can change engine audio clip but it should be loopable.

**Min Pitch** : Minimum pitch of engine sound (at 0 speed).

**Max Pitch** : Maximum pitch of engine sound (at Max speed).

**Skid Sound** : Audio source of skid sound.

## Biker Setup

Set Up Video : <https://youtu.be/RcGUfnbbM>