

Physics Tools

Physics utilities and components for Unity.

V 1.0.0

- Incomplete documentation parts will be improved over time.
- Get the most up to date documentation by [clicking here](#).
- Remember you can hover over fields in the “Inspector” window in Unity’s editor to read tooltip explanations of each field.
- If you have any questions or need assistance email support at intuitivegamingsolutions@gmail.com.

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 - Tracks the velocity of Transform components without the need for a Rigidbody.
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NOTE: See ‘API Reference.pdf’ ([online](#)) if you are looking for source code documentation.

TransformVelocityTracker

- Documentation coming soon!

FAQ

(Frequently Asked Questions)

Q:

A: