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Vehicles

Documentation for Vehicles in Unreal Engine.



Chaos Vehicles is Unreal Engine's lightweight system for performing vehicle physics simulations.

The following pages show developers how to set up a Vehicle, and how to convert an existing PhysX vehicle to its Chaos Vehicle equivalent.

Topics



Vehicle Center of Mass

An overview of how Center of Mass works with Vehicles.



How to Set up Vehicles

This guide explains how to set up a vehicle to use the Chaos Physics Solver.



How to Convert PhysX Vehicles to Chaos

This guide explains how to convert an existing PhysX vehicle to use the Chaos Physics solver.



Vehicle Debug Commands

Reference for Chaos Vehicle debug commands, helping users visualize the vehicle physics simulation.



How to Build a Double Wishbone Suspension Vehicle

Description of how to set up a Double Wish Bone suspension vehicle with Unreal Engine.



Vehicle Art Setup

How to setup the art assets for a vehicle in Unreal Engine.