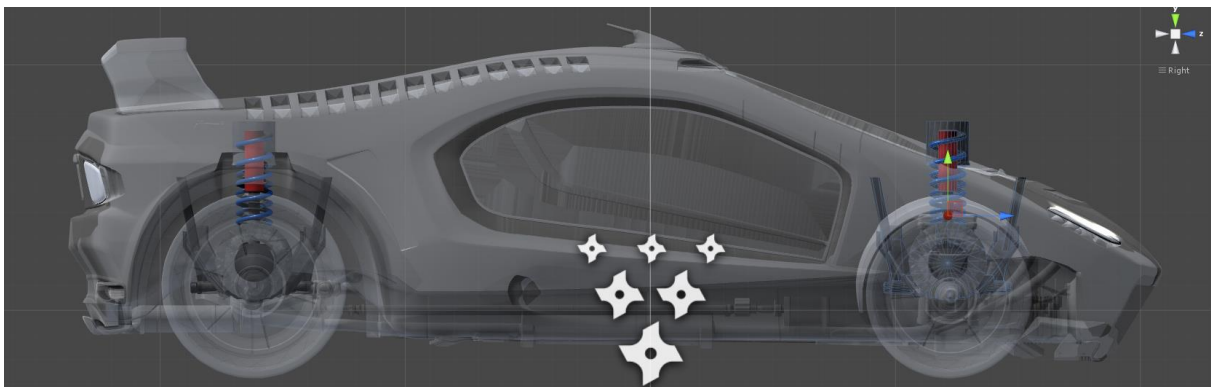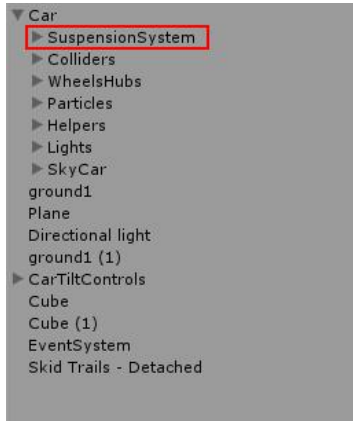Thank you that you prurchase my car suspension system for Unity!
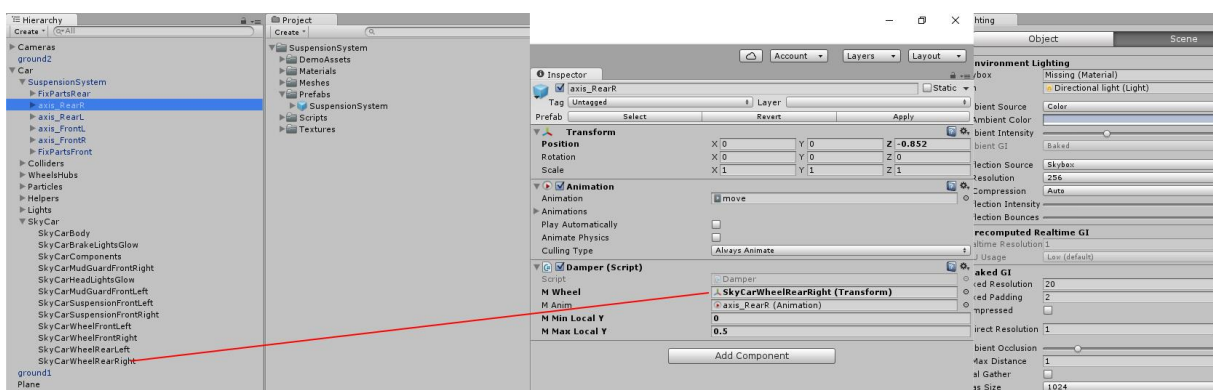
Usage:

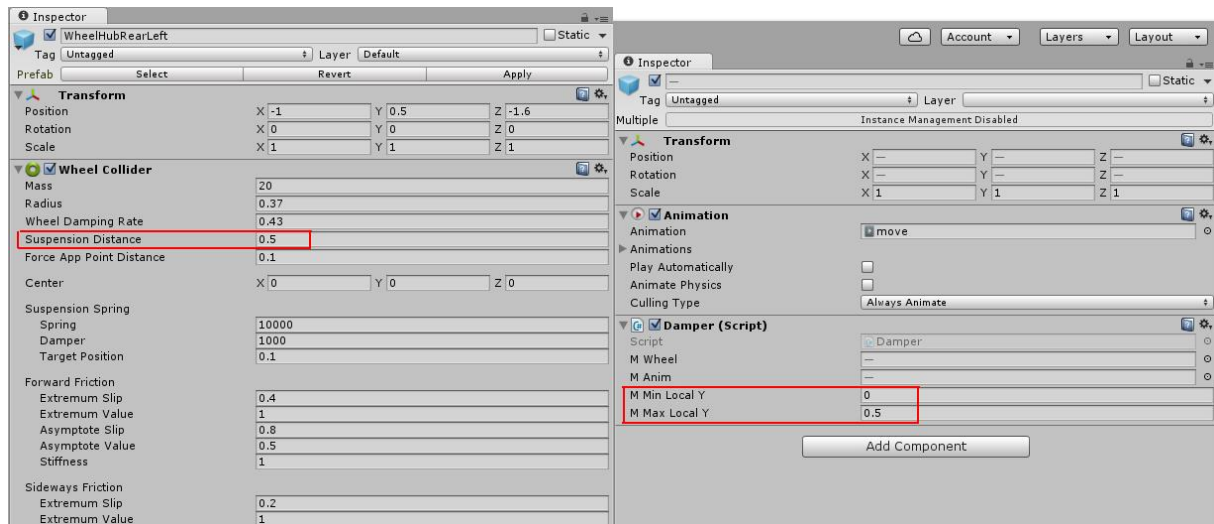Put the suspensionsystem.prefab to your scene with your car.

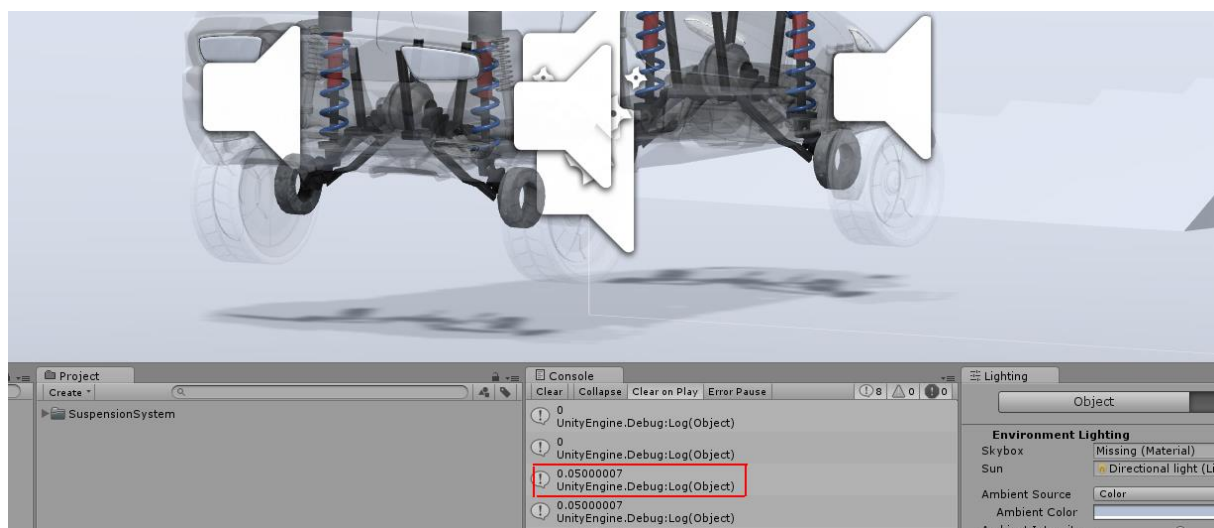Move to suspension system to your car folder.

Move the front and rear parts to the middle of the wheels on side view.

Link to the all axis the actual wheel mesh. Example: axis_RearR ---- rear right wheel mesh.

Then check the Suspension distance on the wheel collider (in the demo 0.5). This number will be the different on the four axis different (M Min Local Y and M Max Local Y).

Start the scene and find in the debug log the minimal amount (before your car reach the ground)

this will be the M Min Local Y amount in the four exis objects. To be add the Suspension Distance, this will be the M Max Local Y of the four axis.
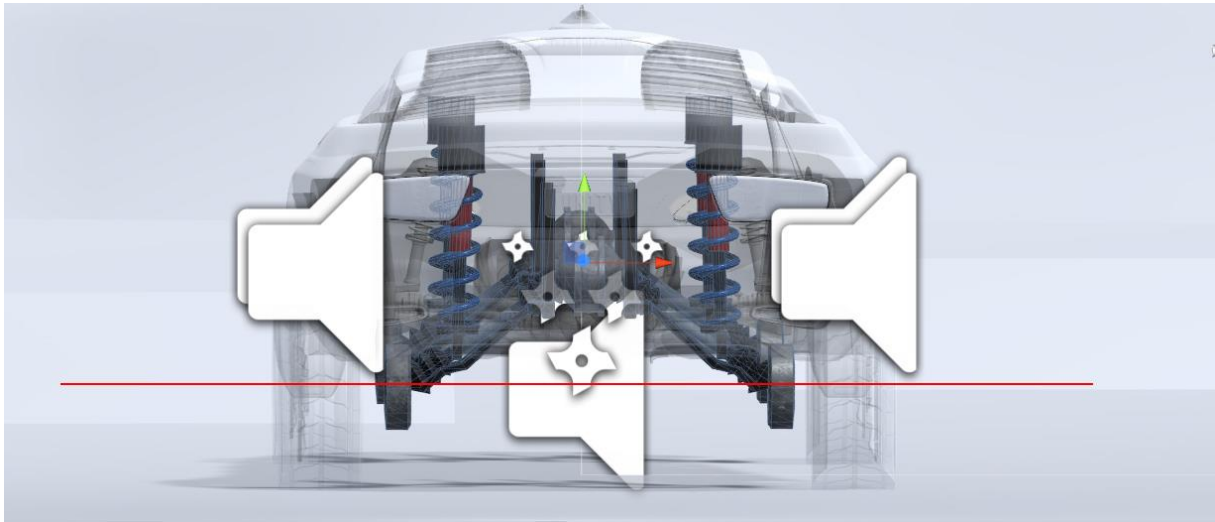
Setup the Y amount of the suspension system, that the axises will on the middle of the wheels, and ready. In some times need some fine tuning on the M Max and M Min of the Y amount, but this is visible in game. If you are ready, you can off the wheel debug log in the Dumper.cs script:

25:    Debug.Log(mWheel.localPosition.y);

All demo assets available in the DemoAsstets folder, so if you need only the suspension system, please delete it.

In the meshes folder availabe 3 different frame with different long, that you can select and use the best for your car.

Please see the demo scene where I setuped the original unity sample car.

Thank you.