

Welcome to Vehicle Physics Pro!

Community Edition

Vehicle Physics Pro (VPP) is an advanced vehicle simulation kit providing fully realistic and accurate vehicle dynamics.

⚠ **This is an advanced vehicle asset** ⚠

Good knowledge of vehicle mechanics, car tuning and real-world set-up techniques is highly recommended. Configuring vehicles in VPP is easy, but setting them up with realistic specifications is almost as difficult as in real vehicles. If you need vehicles that are simple to set up, please consider [Edy's Vehicle Physics](#) instead.

Check out the [VPP Asset Store page](#) for the product summary and screenshots.

Check out the Changelog section for the release notes of each SDK version:

- [Changelog](#) (release notes, version upgrade guides)

Quick documentation links

- [Getting Started](#)
- [Creating Vehicles](#)
- [Configuration Guide](#)
- [Demos](#)

- [Documentation home](#)
- [Support Q&A](#)

Requirements

- **Minimum supported Unity version:** Unity 2021 LTS
- **Physics for Game Objects:** Simulation Mode set to *FixedUpdate*
(Auto Simulation = *true* on Unity 2021)

Recommended Unity versions:

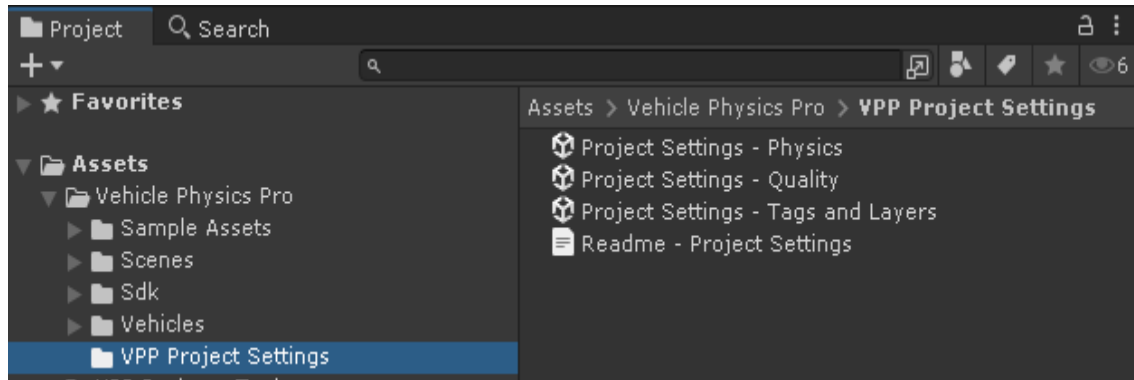
- **LTS releases** in 20XX versions.
- **Stable LTS releases** in generational versions (e.g., Unity 6.3+, 7.3+, ...).

Vehicle Physics Pro may work in other Unity versions, but official support might not be guaranteed for non-stable Unity releases.

Configuring the Project Settings

It is recommended to use **Linear color space** (*Project Settings > Player > Other Settings*).

The folder **VPP Project Settings** provides specific settings files that may be imported individually. Each file overrides the project's settings in the corresponding section:



Project Settings - Physics

Physics settings used in VPP. Note that importing this file overrides your project's Layer Collision Matrix.

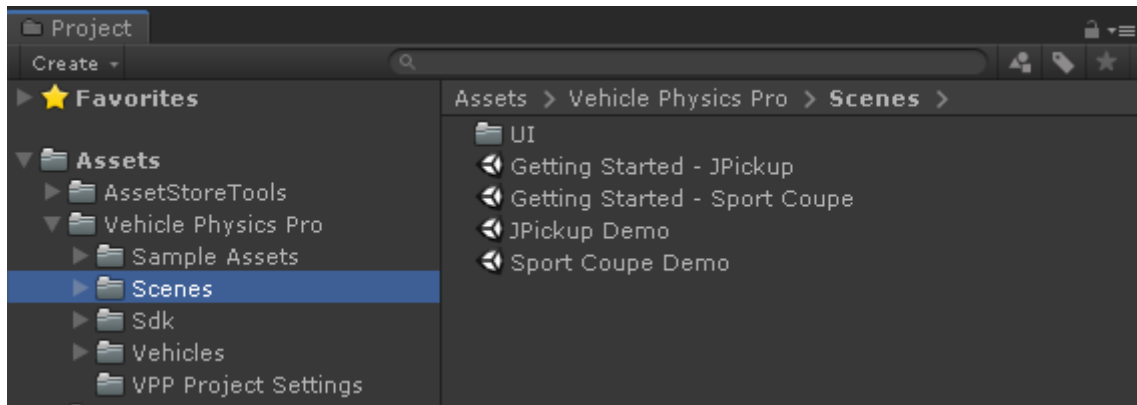
Project Settings - Quality

Enhances the visual quality of the shadows and textures in large scenarios.

Project Settings - Tags And Layers

VPP uses "User Layer 8" as "Vehicles" for visibility and reflection probes. If you're already using that layer, have in mind that VPP also uses it.

Quick start



1. Go to the folder **Vehicle Physics Pro > Scenes**
2. The **Demo** scenes are complete demos in *The City* scenario. Try them!
Open the help (? icon) > *Controls* for the car controls.
3. The **Getting Started** scenes contain a minimal working scene with the car, a test scenario and the camera controller. Use them while following the [Getting Started](#) section in the docs for learning how vehicles work in VPP.

Getting support

This is a free asset. Please search the [documentation](#) and ask your questions in the [Support Q&A](#) site when possible. Otherwise, you may reach us at info@vehiclephysics.com.

You may also reach us on X, Instagram, etc. Search for **@VehiclePhysics** in your favourite social network.

