

Welcome to Edy's Vehicle Physics!

EVP brings fun and realistic vehicles to your games! Designed for gameplay, ease of use, and realistic behavior.

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

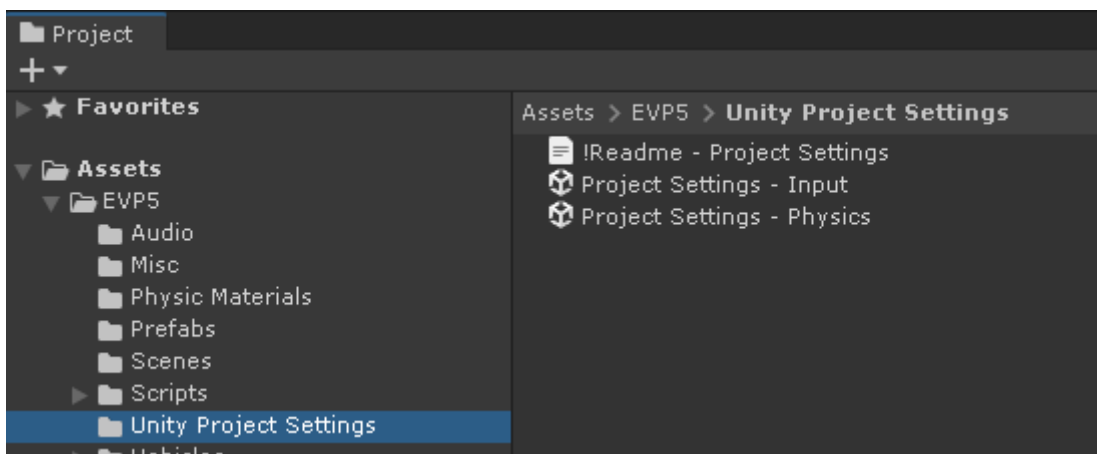
Quick documentation links:

- [Frequently Asked Questions](#)
- [Questions and Answers](#)
- [Live Demo](#)
- [User's Guide](#)

Configure the Project Settings

It is recommended to use **Linear Color Space** (*Project Settings > Player > Other Settings*).

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



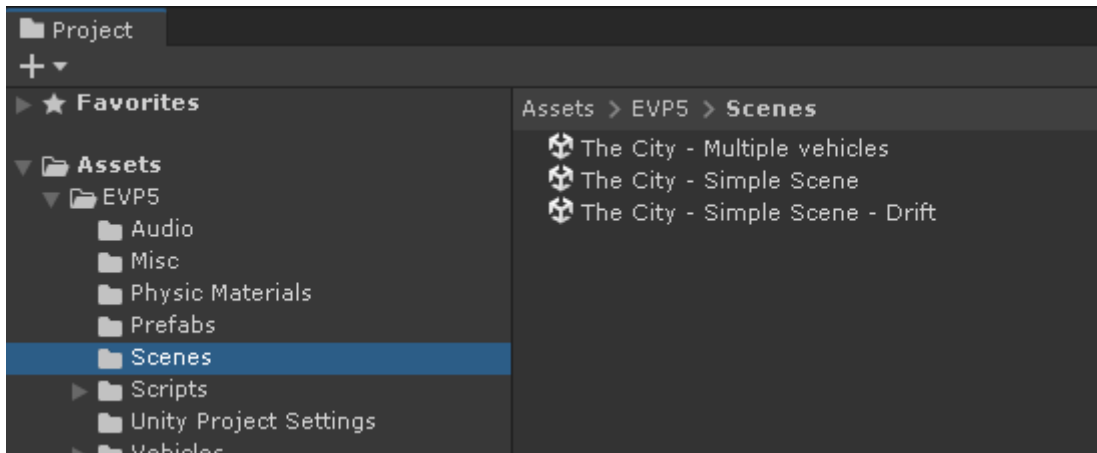
Project Settings - Input (*Recommended*)

Horizontal and vertical axis settings for better vehicle handling. Also camera movement using the keypad (when enabled). Alternatively, you may configure the input axes Horizontal and Vertical [as described here](#).

Project Settings - Physics

Recommended physics settings for proper friction and collisions. Note that importing this file overrides your project's Layer Collision Matrix and all other physics settings.

Quick start



1. Go to the folder **EVP5 > Scenes**
2. The scene **The City - Multiple Vehicles** contains a variety of vehicles with very different specifications and handling. Use **Tab** or **Page Up / Page Down** to switch between vehicles. You may use any of these vehicles as a starting point to configure yours.
3. The scenes **Simple Scene** contain minimal working scenes with the car, the scenario and the camera controller. These demonstrate how easy it is to integrate EVP vehicles into any existing scene.

Controls

WSAD or Arrows	Throttle, brake, steering, reverse
Space	Handbrake
Enter	Reset vehicle (if it rolls over)
C	Change camera
Tab or PgUp / PgDown	Select vehicle (multiple vehicles scene)
E	Throw the the gray stone (for load tests)
R	Repair vehicle damage
P	Pause the vehicles (multiple vehicles scene)
	Camera and vehicle selection work while paused
Y	Show / hide telemetry. Shift-Y for switching telemetry modes
Esc	Restart the scene.

Support

Please search the [documentation](#), the [FAQ](#) and ask your questions in the [Support Questions & Answers](#) site when possible. Otherwise, you may reach me at edy@vehiclephysics.com.

Thank you for your continued support!

