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 required. Setting up vehicles and getting good results is almost as difficult as in real vehicles. If you need quick and easy to set up vehicles, please consider Edy's Vehicle Physics instead.

Check out the VPP Asset Store page for the product summary and screenshots.

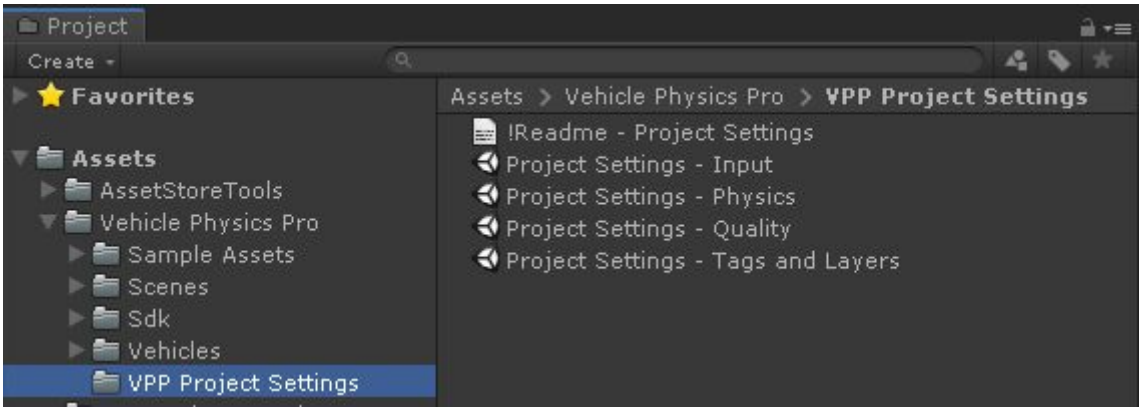
Quick documentation links

- Getting Started
- Creating Vehicles
- Configuration Guide
- Demos
- Changelog
- Documentation home
- Support Q&A

Configuring Project Settings

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

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



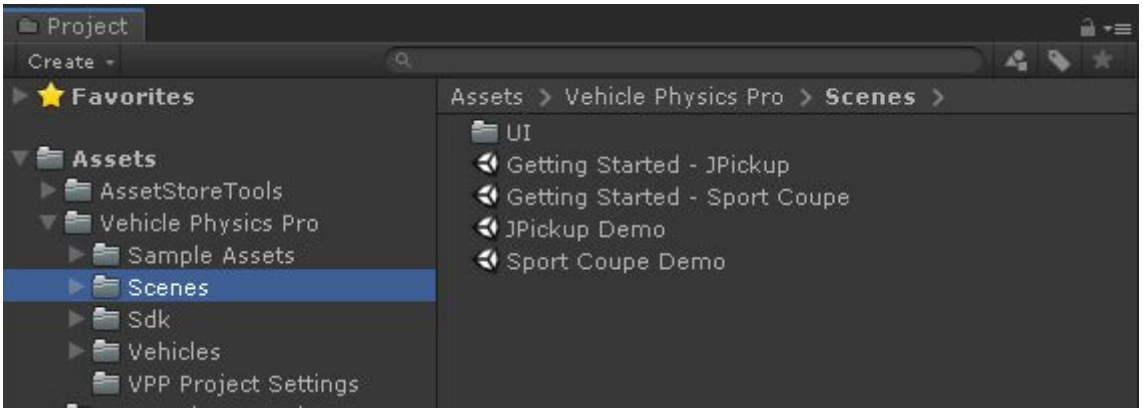
Project Settings - Input ***(Required)***
Required for some features to work correctly. Alternatively, you could manually configure the input axes Horizontal, Vertical, Fire2 and Fire3 as described here.

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 me at edy@vehiclephysics.com.

You may also reach me on Twitter @VehiclePhysics. Announcements are posted first to the hashtag #vppdev.