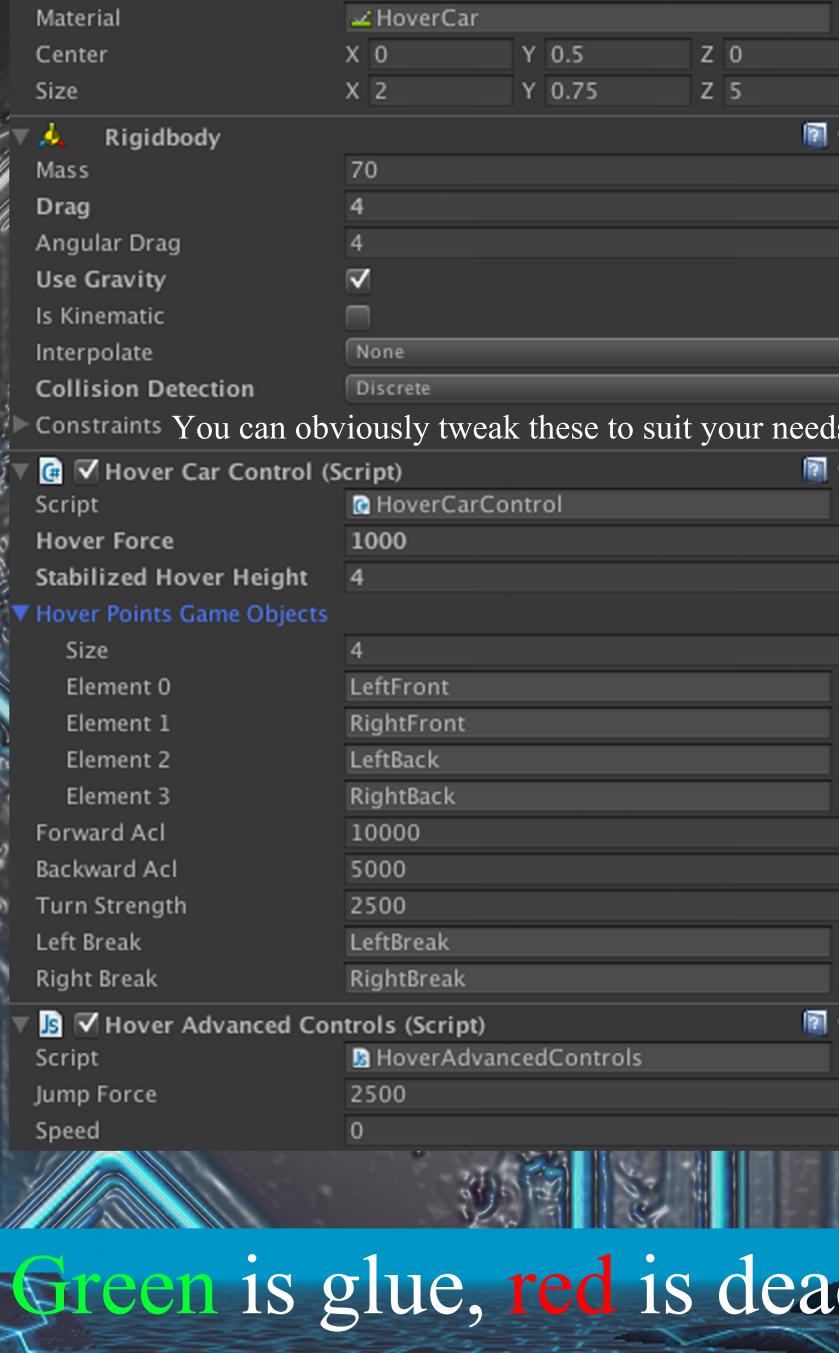


Created by Jacque RabieThank you for buying the asset and giving me money!

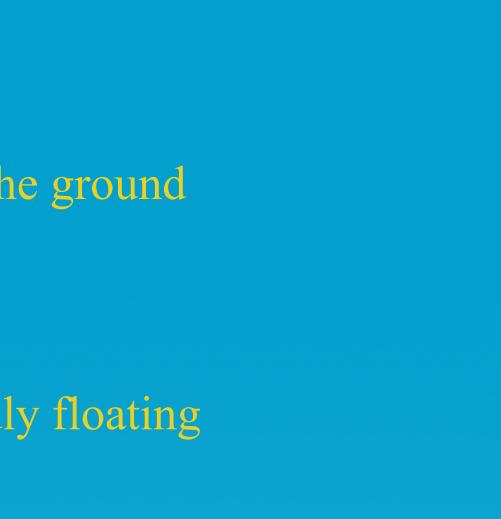
Steps to set up:

1. Copy Variables from Left in inspector
2. Assign hover points on corners of car/cycle
3. Assign Break Lights
4. Tweak to suit needs

Please ensure "use gravity" is checked

**Green is glue, red is dead**

If green, the “thrusters” reach the ground, red it is in air



## Variables and Explanations!

### Hover Force:

The force at which the car repels from the ground

### Stabilized Hover Height:

The height the car will default to while idly floating

### Hover Points:

The points the “air” will come out

Try to match them equally on all sides of your car/cycle/whatever, because the system is based off real physics, the distribution of weight should match

### Forward Acl:

Speed at which the car accelerates forward

### Backward Acl:

Do I really have to tell you?

### Left/Right Break:

The Light Gameobject, currently unimplemented, Coming soon!

Audio Pitch Manipulation Coming Soon!

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Lots of new stuff coming soon!

Please don't hesitate to visit the website Contact page and ask for help!

Or email me at: jacquejrabie@gmail.com