

Car Controller Lite Manual

Car Controller Versions Comparison		
Features	Car Controller Lite	Car Controller Pro
Easy Car Physics Setup	✓	✓
Car Engine Sound	✓	✓
PC Keyboard Input	✓	✓
Mobile Input (Touch Wheel, Touch Buttons, Gyroscope)	✗	✓
Multiple Camera View (Included Inside Car Camera)	✗	✓
Skid Mark	✗	✓
Steering wheel Rotation	✗	✓
Mobile Ready	✗	✓
On-Screen Speedometer	✗	✓
Car Selection Menu	✗	✓
Mobile Friendly 3D Racetrack	✗	✓
		Buy

This is the lite version of [Car Controller Pro asset](#). This car controller is a good starting point for making your racing game. If you want more features and mobile device compatibility you can buy Car Controller Pro.

How to run the demo?

To view the “Car Controller Lite” in action open the “Main” scene from the “Scenes” folder and play it. It shows you a car in a demo environment. you can control the car by the keyboard arrow keys. Press the space bar to break.

How to setup each car with different personality?

By changing some properties of the car, you can change its behavior. In racing games each car should has a different speed, acceleration, handling and so on. In the Car Controller Lite, you can set these properties easily.

Rigidbody

● Mass	1200
● Drag	0.2
● Angular Drag	0.8
Use Gravity	<input checked="" type="checkbox"/>
Is Kinematic	<input type="checkbox"/>
Interpolate	None ▾
Collision Detection	Discrete ▾

► Constraints

Car Controller Lite (Script)

Script	CarControllerLite ○
Wheel_Collider_Front_Lef	Front Left Collider (Wheel Collider) ○
Wheel_Collider_Front_Rig	Front Right Collider (Wheel Collider) ○
Wheel_Collider_Rear_Left	Rear Left Collider (Wheel Collider) ○
Wheel_Collider_Rear_Rig	Rear Right Collider (Wheel Collider) ○
Wheel_Mesh_Front_Left	Front_Wheel_Left ○
Wheel_Mesh_Front_Right	Front_Wheel_Right ○
Wheel_Mesh_Rear_Left	Rear_Wheel_Left ○
Wheel_Mesh_Rear_Right	Rear_Wheel_Right ○
● Max Motor Torque	900
● Max Steering Angle	15
● Max Speed	140
● Brake Power	5000
● Center Of Mass	CenterOfMass (Transform) ○
● Car Type	Four Wheel Drive ▾
Brake Light Left	RearBrakeLight (Transform) ○
Brake Light Right	TailLights (Transform) ○

Audio Source

● AudioClip	Engine ○
Output	None (Audio Mixer Group) ○
Mute	<input type="checkbox"/>

At the root of the car prefab you'll see:

- Mass
Changing the car mass affects its acceleration
- Drag
Changing the car drag affects its acceleration
- Angular Drag
Changing the car angular drag affects its handling. If you want a drifting car decrease its value. If you want prevent the car from drifting increase it.
- Max Motor Torque
This the power applied to the car when user press the gas pedal. Higher values increase the car acceleration and responsiveness.
- Max Steering Angle
This property set the max tire angles. Higher values make the car more sensitive to steering.
- Max Speed
Here you can set the maximum car speed.
- Brake Power
This is the brake power applied to the car when user press the brake button.
- Center of Mass
It defines the center of mass of the car. By changing its position, you can prevent the car from roll over.

- **Car Type**

Here you can define where the forces apply to the car. Front wheel drive, Rear wheel drive, Four-wheel drive. To make the car more responsive I recommend to select Four-wheel drive mode.

- **Audio Clip**

Here you can change the engine sound file.

What are the main scripts?

CarControllerLite.cs

This is the most important script in this package and should be placed at the root of your car game object. It defines the characteristics and behavior of the car.

AutoCam.cs

Defines the camera settings.

Also, Inside the script files you can see more explanation in the comment sections.

For any question contact me:

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