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

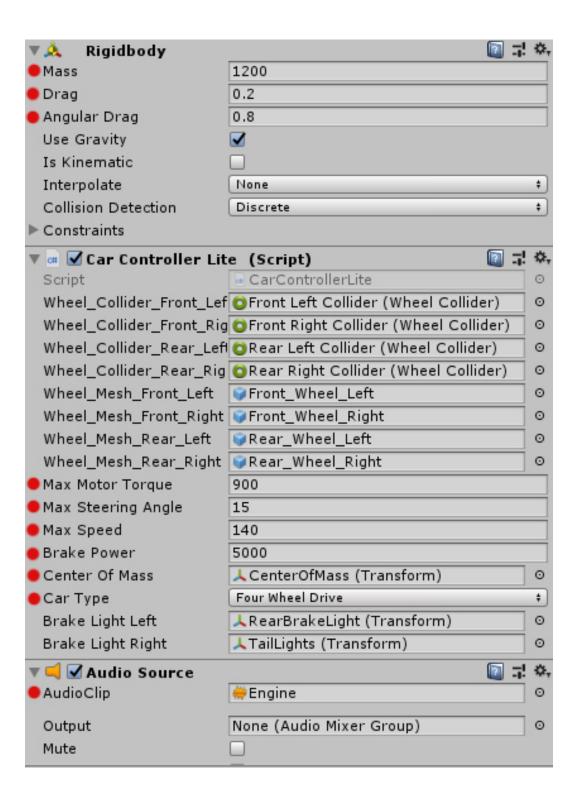
This is the lite version of <u>Car Controller Pro asset</u>. This car controller is a good starting point for making your racing game. If you want more features and mobile device compatibility you can buy Car Controller Pro.

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.



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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