

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class WheelslipValue : MonoBehaviour
6 {
7     WheelCollider WheelC;
8     public float RoadForwardStiffness = 3f;
9     public float TerrainForwardStiffness = 0.6f;
10    public float RoadSidewaysStiffness = 1.1f;
11    public float TerrainSidewaysStiffness;
12    public float SlidingForwardStiffness = 0.5f;
13    public float SlidingSidewaysStiffness = 1.5f;
14    private bool SlideChange = false;
15    private bool Changed = false;
16
17    // Start is called before the first frame update
18    void Start()
19    {
20        WheelC = GetComponent<WheelCollider>();
21        SaveScript.BrakeSlide = false;
22    }
23
24    // Update is called once per frame
25    void Update()
26    {
27        if (SaveScript.BrakeSlide == false)
28        {
29            if (SaveScript.OnTheRoad == true)
30            {
31                if (Changed == false)
32                {
33                    Changed = true;
34                    WheelFrictionCurve fFriction = WheelC.forwardFriction;
35                    fFriction.stiffness = RoadForwardStiffness;
```

```
36         WheelC.forwardFriction = fFriction;
37
38         WheelFrictionCurve sFriction = WheelC.sidewaysFriction;
39         sFriction.stiffness = RoadSidewaysStiffness;
40         WheelC.sidewaysFriction = sFriction;
41     }
42
43 }
44
45 if (SaveScript.OnTheTerrain == true)
46 {
47     if (Changed == true)
48     {
49         Changed = false;
50         WheelFrictionCurve fFriction = WheelC.forwardFriction;
51         fFriction.stiffness = TerrainForwardStiffness;
52         WheelC.forwardFriction = fFriction;
53
54         WheelFrictionCurve sFriction = WheelC.sidewaysFriction;
55         sFriction.stiffness = TerrainSidewaysStiffness;
56         WheelC.sidewaysFriction = sFriction;
57     }
58
59 }
60
61
62 if(SaveScript.BrakeSlide == true)
63 {
64     if(SlideChange == true)
65     {
66         SlideChange = false;
67         WheelFrictionCurve fFriction = WheelC.forwardFriction;
68         fFriction.stiffness = SlidingForwardStiffness;
69         WheelC.forwardFriction = fFriction;
70     }
```

```
71     WheelFrictionCurve sFriction = WheelC.sidewaysFriction;
72     sFriction.stiffness = SlidingSidewaysStiffness;
73     WheelC.sidewaysFriction = sFriction;
74 }
75 if(SlideChange == false)
76 {
77     SlideChange = true;
78     WheelFrictionCurve fFriction = WheelC.forwardFriction;
79     fFriction.stiffness = RoadForwardStiffness;
80     WheelC.forwardFriction = fFriction;
81
82     WheelFrictionCurve sFriction = WheelC.sidewaysFriction;
83     sFriction.stiffness = RoadSidewaysStiffness;
84     WheelC.sidewaysFriction = sFriction;
85 }
86 }
87 }
88 }
89 }
```