Hi,
Thank you for purchase,
I hope, my package will help you,

 This is a "Wheel System" for fast creating and modifying many types of vehicles.
Template includes currently two types of quads (ATV), with one and two absorbers, but soon you can buy many types of quads and motorbikes from here Only Games iO , also template have settings for one quad   from this assets.

The package is required   -   Standard Assets/Characters/ThirdPersonCharacter and Standard Assets/Characters/CrossPlatformInput
   For the test, open the Scene "Demo" and click play :) ,
You can choose the Vehicle by clicking on them,

 You can look at the tutorial video in this link -
https://www.youtube.com/watch?v=OKcOOgV07u4&t=45s
 In the scene "Tutorial", you can find the example of Quads without the physics,
Select all Vehicles and add component in menu "Component/Physics/Wheels System/Vehicles" and click play. You can edit the vehicle parameters in the component "Vehicle", but only in the edit mode.
If you delete the component "Vehicle" , all components will be deleted from Vehicle, and then you can add new component "Vehicle", also you can add physics on Vehicle from menu "GameObject/3D Object/Vehicles",
If You want add physics on the some other Vehicles, the correct naming the objects (Steering, AngularAbsorber, LineralAbsorber, Spring, Wheel, WheelTurn, WheelPivot, UpPivot, DownPivot, SpringDownDetail, SpringUpDetail) , pivots and orientation of details is necessary, detailed description about this , you can read below
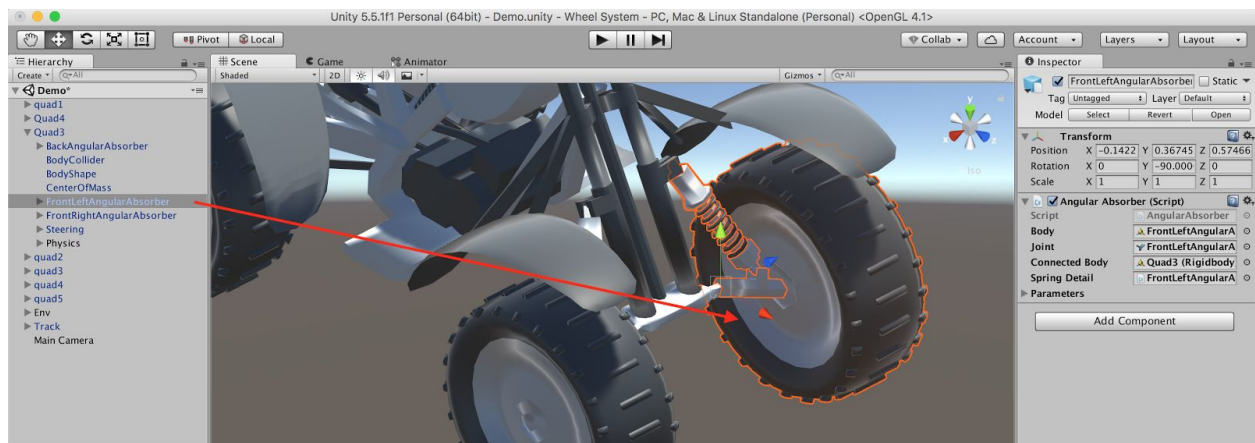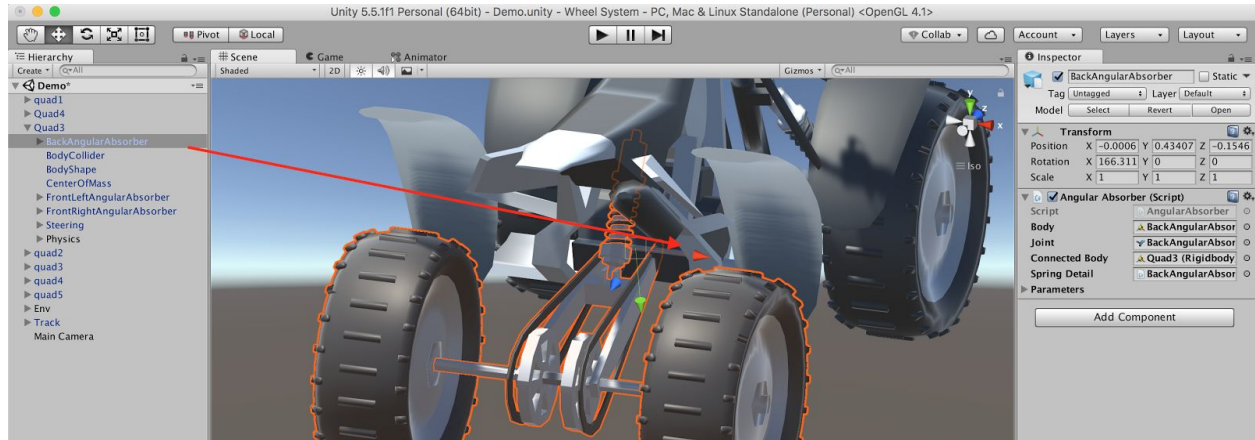
Steering

   The "forward" of "Steering" ,need to look at the axis of rotation, and the "up", look at the front of Vehicle as shown in the image below,
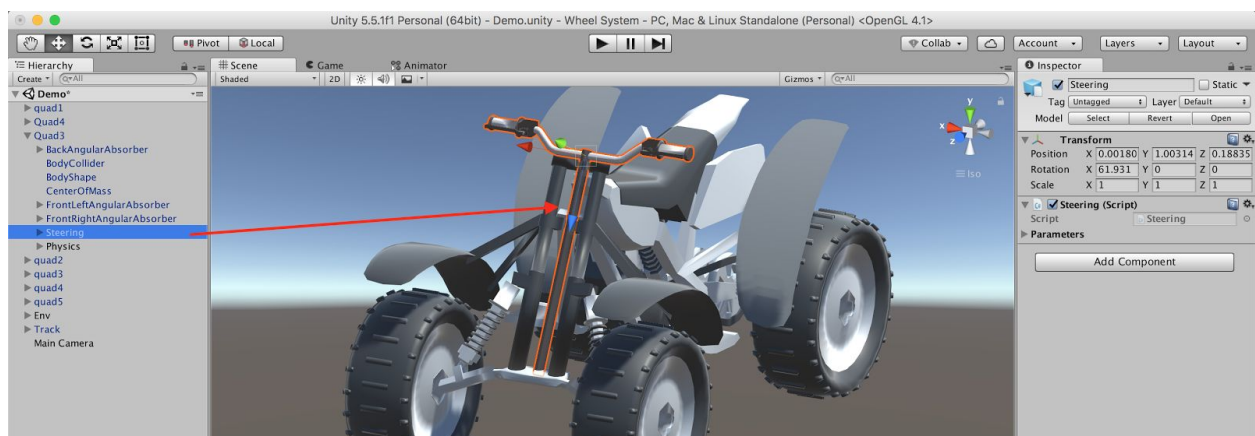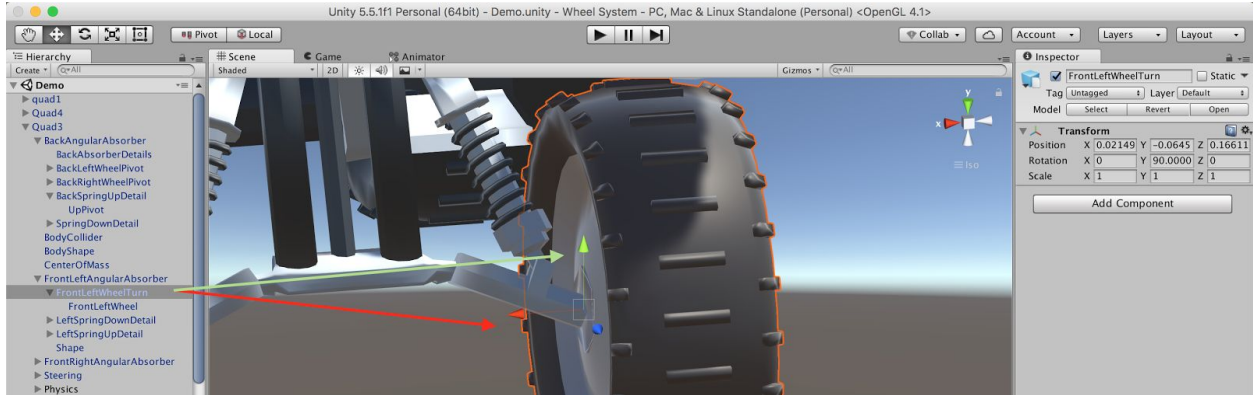
Angular Absorber

The "right" of "Angular Absorber" ,need to look at the axis of the damping as shown in the images below,

Wheel Turn and Wheel Pivot

The "right" of "Wheel Turn" ,need to look at the axis of the wheel rotation, and the "up" of "Wheel Turn" need to look at the axis of the Steering rotation, as shown in the images below,

Wheel

The "right" of "Wheel Turn" ,need to look at the axis of the wheel rotation, and pivot need to be on center of wheel, as shown in the images below,
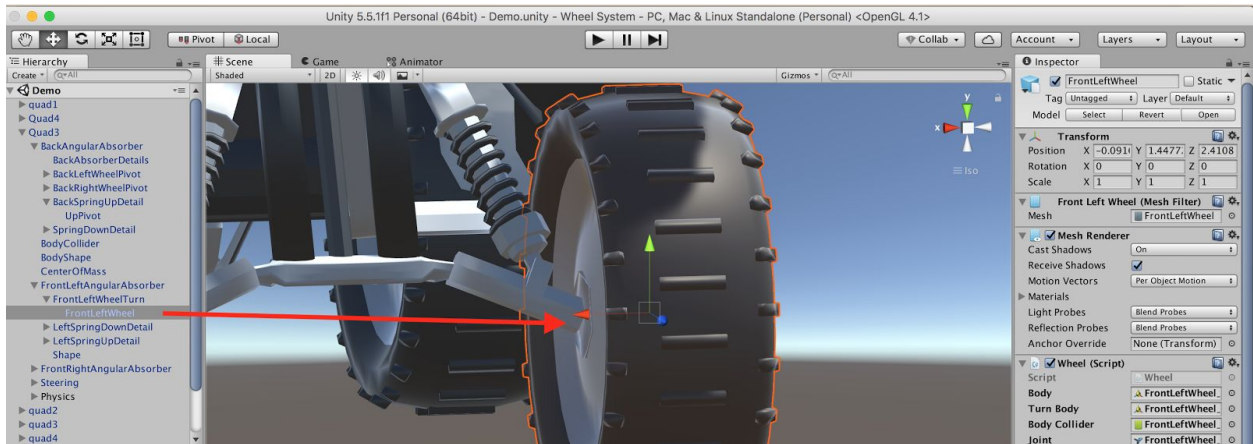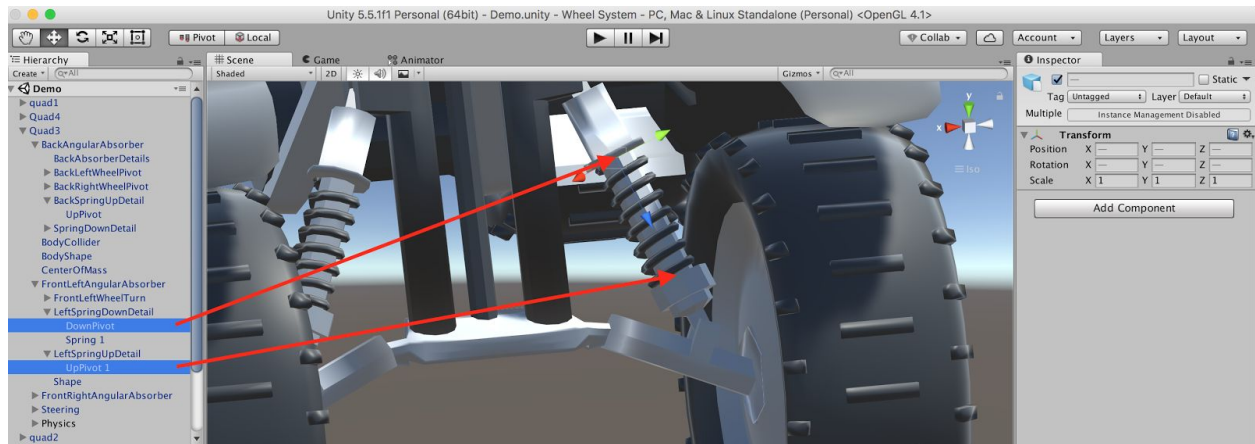

Spring

The "forward" of "Spring Up Detail", need to look at the "Spring Down Detail", and the "forward" of "Spring Down Detail" , need to look at the "Spring Up Detail", also, is necessary the pivot of objects "UpPivot" and "DownPivot"

Please look at the images below,
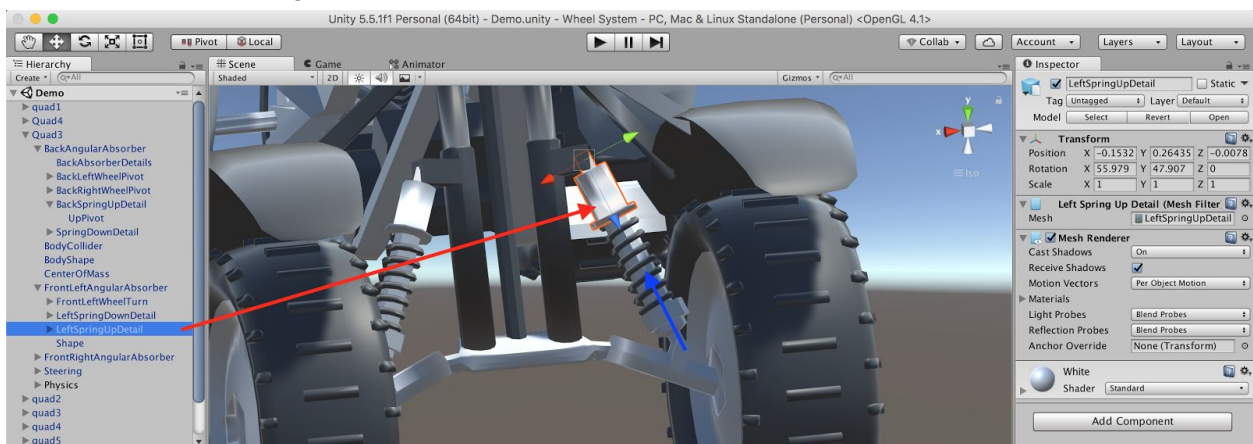
Quad driver set

Copy the objects "CameraTarged", "Driver" and "DriverIK" from quad template and put them to your new quad, set the local position and rotation for "DriverIK" to zero, set the positions and rotations for "DriverIK" childs , "CameraTarged" and "Driver" and enjoy.