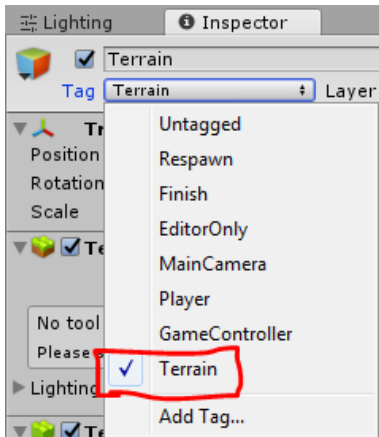


## 1. Setup terrain

All terrain that the plane collides with must be tagged with a "Terrain" tag

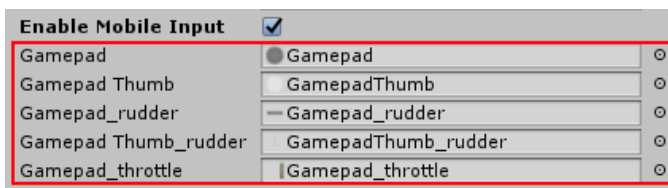


## 2. Mobile input

Enable or disable mobile input by checking "Enable Mobile Input" in the EasyAircraftControls script.



A new MobileInput instance is created for each controllable input (Aileron, elevator, throttle etc.) in EasyAircraftControls `Awake()` function. The mobile input UI is drawn in DemoUI script, by calling `DrawGamePad()` on each of the MobileInputs. You can change the icons by replacing the default icons in the inspector:

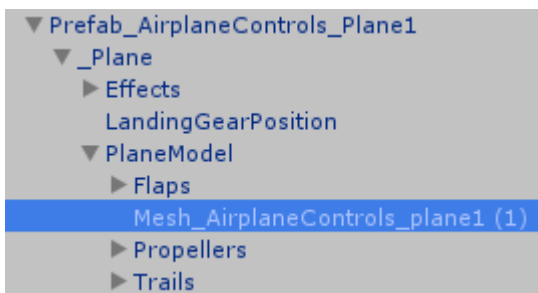


## 3. Add your own aircraft

A quick video showing how it's done: <https://youtu.be/tgSUXy2NK0E>. For detailed instructions, please read below

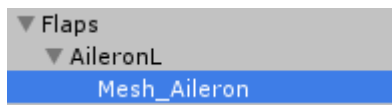
### 3.1 Change the model

Drag one of the existing airplane prefabs into your scene and find a child object called "PlaneModel". Drag your new model under it. Align your new plane model so that the wings roughly match the old plane model's wings (So that the plane rotates correctly), then delete the old plane model.



### 3.2 Flaps

Find "Flaps" gameobject under PlaneModel and expand it. Move and scale each flap to its correct position. You can also replace the flap model with your own. If you don't need flaps, you can either disable individual flap gameobjects or simply disable the entire Flaps parent object to disable all of them.



### 3.3 Engines

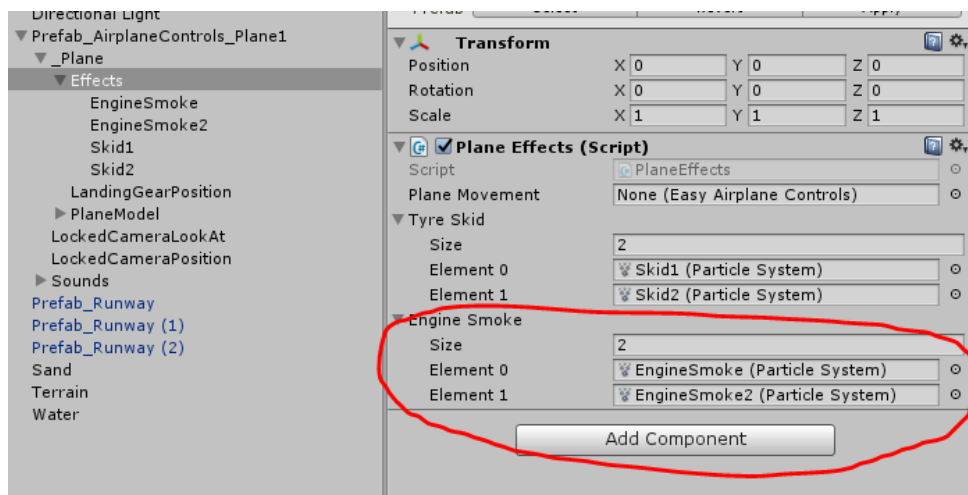
Find the propellers under PlaneModel > Propellers. Move each propeller to its correct position. If you don't need propellers, simply delete or disable them. If you need more propellers, either duplicate one of the existing ones or drag the propeller prefab from AirplaneControls/Prefabs/Prefab\_Propeller under the Propellers object and position it correctly.

### 3.4 Wing trails

Find the wing trails under PlaneModel > Trails, and move them to the tip of the wing

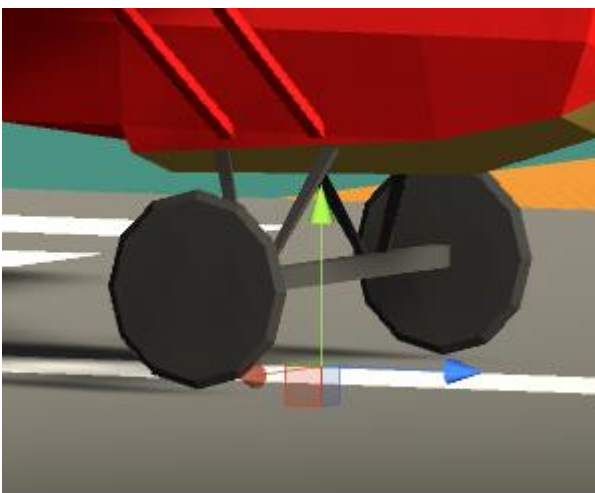
### 3.5 Skid and engine smoke effects

Find the effect objects under \_Plane > Effects and position them correctly, engine smokes to the engines and skid smokes to the tires. If you need more engine smoke effects, duplicate them and add references to them on the Effects gameobject



### 3.6 Landing gear

Find "LandingGearPosition" object under \_Plane, and move it to the lowest part of the plane model's tires.



#### 4. How to define what happens when the plane crashes

EasyPlaneControls.cs, Line 277:

```
void Crash()
{
    if (canCrashTimer <= 0)
    {
        canCrashTimer = 1;
        DebugPlane("Crashed!");
        // your crash code goes here
    }
    transform.rotation = Quaternion.Euler(15, transform.local
    transform.position = new Vector3(transform.position.x, cu
}
```

#### 5. Setup inputs

Required inputs:

Axis:

- Horizontal
- Vertical
- CameraHorizontal
- CameraVertical
- Throttle
- Rudder

Buttons:

- Brake
- ToggleCamera

Default keybinds:

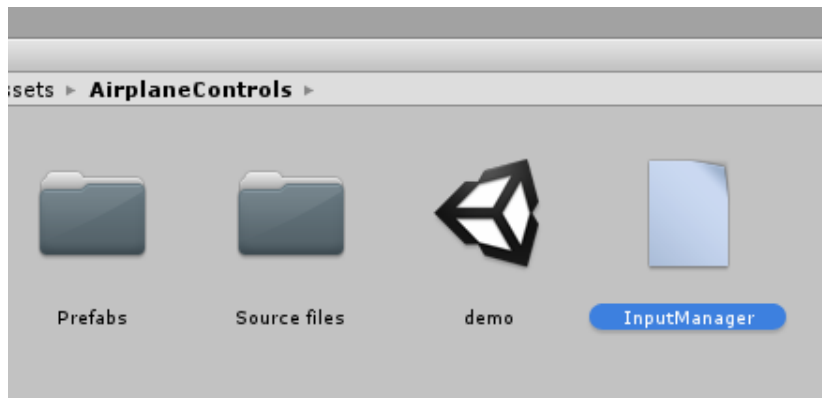
Aileron	A-D
Elevator	W-S
Rudder	Q-E
Throttle	R-F
Brake	B
Toggle Camera	T

You can set these up yourself in Project Settings > Input, or read below for instructions.

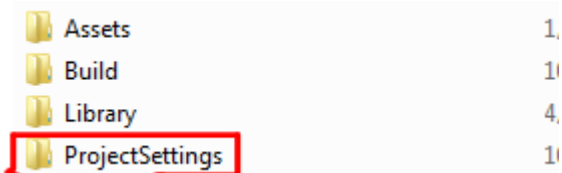
## Method 1:

**Warning! This will erase all of your existing input settings. If you do not wish to do this, go to method 2.**

1. Copy the provided InputManager file



2. Paste it in your project's ProjectSettings folder (Replace the existing file when asked)



Method 2:

Manually add these inputs:

### Keyboard/Mouse

▼ Horizontal	
Name	Horizontal
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	
Alt Negative Button	a
Alt Positive Button	d
Gravity	1000
Dead	0.05
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	X axis
Joy Num	Get Motion from all Joysticks

▼ CameraHorizontal	
Name	CameraHorizontal
Descriptive Name	
Descriptive Negative Name	
Negative Button	left
Positive Button	
Alt Negative Button	
Alt Positive Button	
Gravity	3
Dead	0.001
Sensitivity	1
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Mouse Movement
Axis	X axis
Joy Num	Get Motion from all Joysticks

▼ CameraVertical

Name	CameraVertical
Descriptive Name	
Descriptive Negative Name	
Negative Button	left
Positive Button	right
Alt Negative Button	
Alt Positive Button	
Gravity	3
Dead	0.001
Sensitivity	1
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Mouse Movement
Axis	Y axis
Joy Num	Get Motion from all Joysticks

▼ Vertical

Name	Vertical
Descriptive Name	
Descriptive Negative Name	
Negative Button	s
Positive Button	w
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.05
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	Y axis
Joy Num	Get Motion from all Joysticks

▼ Throttle

Name	Throttle
Descriptive Name	
Descriptive Negative Name	
Negative Button	f
Positive Button	r
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	Y axis
Joy Num	Get Motion from all Joysticks

▼ Brake

Name	Brake
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	b
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	Y axis
Joy Num	Joystick 1

▼ ToggleCamera	
Name	ToggleCamera
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	t
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	Y axis
Joy Num	Joystick 1

▼ Rudder	
Name	Rudder
Descriptive Name	
Descriptive Negative Name	
Negative Button	q
Positive Button	e
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	Y axis
Joy Num	Get Motion from all Joysticks



## Joystick, Xbox controller (Optional):

### ▼ Horizontal

Name	Horizontal
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.05
Sensitivity	0.5
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Joystick Axis
Axis	X axis
Joy Num	Get Motion from all Joysticks

### ▼ CameraHorizontal

Name	CameraHorizontal
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	
Alt Negative Button	
Alt Positive Button	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Joystick Axis
Axis	4th axis (Joysticks)
Joy Num	Get Motion from all Joysticks

### ▼ CameraVertical

Name	CameraVertical
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	
Alt Negative Button	
Alt Positive Button	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Joystick Axis
Axis	5th axis (Joysticks)
Joy Num	Get Motion from all Joysticks

### ▼ Vertical

Name	Vertical
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.05
Sensitivity	0.5
Snap	<input checked="" type="checkbox"/>
Invert	<input checked="" type="checkbox"/>
Type	Joystick Axis
Axis	Y axis
Joy Num	Get Motion from all Joysticks

### ▼ Throttle

Name	Throttle
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Joystick Axis
Axis	7th axis (Joysticks)
Joy Num	Get Motion from all Joysticks

### ▼ Brake

Name	Brake
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	joystick button 1
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	Y axis
Joy Num	Get Motion from all Joysticks

### ▼ ToggleCamera

Name	ToggleCamera
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	joystick button 0
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	Y axis
Joy Num	Get Motion from all Joysticks

### ▼ Rudder

Name	Rudder
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.05
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input checked="" type="checkbox"/>
Type	Joystick Axis
Axis	3rd axis (Joysticks and Scrollwheel)
Joy Num	Get Motion from all Joysticks