Script "Wheel Rotation".

Script "Wheel Rotation" is a component for wheels animation.



If you do not want wheels to rotate remove the checkbox.



To change speed of rotation float speed = _____.0f;

```
WheelRotation.cs → ×
Assembly-CSharp
                                                                                   → Ms WI
     1 ♀ ⊡using System.Collections;
            using System.Collections.Generic;
           using UnityEngine;
          □ public class WheelRotation : MonoBehaviour
                float speed = 50.0f;
     8
                // Start is called before the first frame update
     9
                void Start()
    11
    12
    13
                }
    14
               // Update is called once per frame
               void Update()
    17
    18
                    transform.Rotate(Vector3.forward * speed * Time.deltaTime);
    19
    20
    21
```