Vehicle System pro

Thanks For Purchasing

Youtube

www.youtube.com/channel/UCifcT_nxONX1tclAOS32iXQ
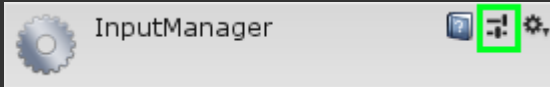
İnstagram

https://www.instagram.com/unityassets/

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Adding the key to the project

InputManager

1- Open InputManager (Edit >> Project Settings >> Input).
2- Open Select Preset.
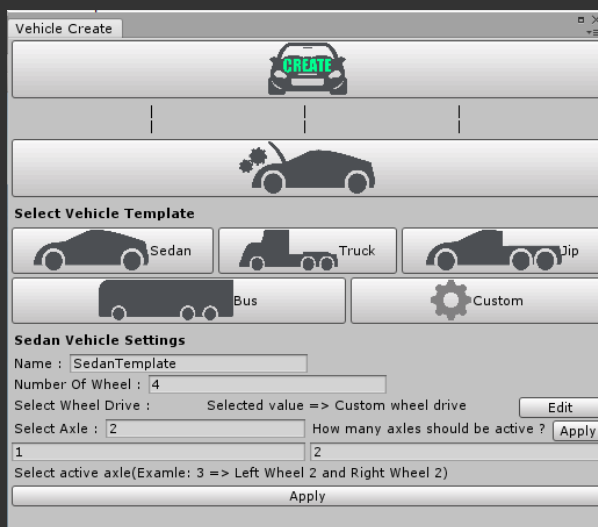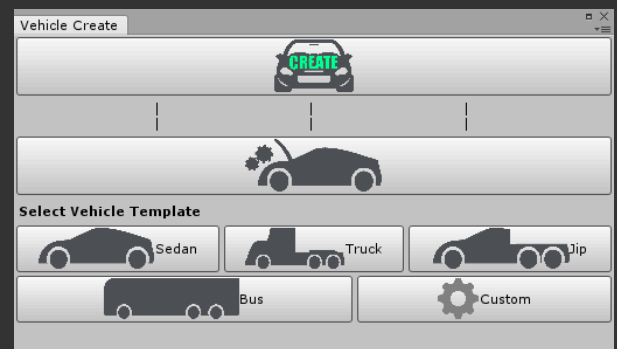3- Select VehicleInputManager.

Standard key settings

▼ GasPedal

Name	GasPedal
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	w
Alt Negative Button	
Alt Positive Button	up
Gravity	3
Dead	0.001
Sensitivity	3
Snap	☑
Invert	☐
Type	Key or Mouse Button
Axis	X axis
Joy Num	Get Motion from all Joysticks

▼ BreakPedal

Name	BreakPedal
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	s
Alt Negative Button	
Alt Positive Button	down
Gravity	3
Dead	0.001
Sensitivity	3
Snap	☑
Invert	☐
Type	Key or Mouse Button
Axis	X axis
Joy Num	Get Motion from all Joysticks

How can I create a car ?

Select a template.

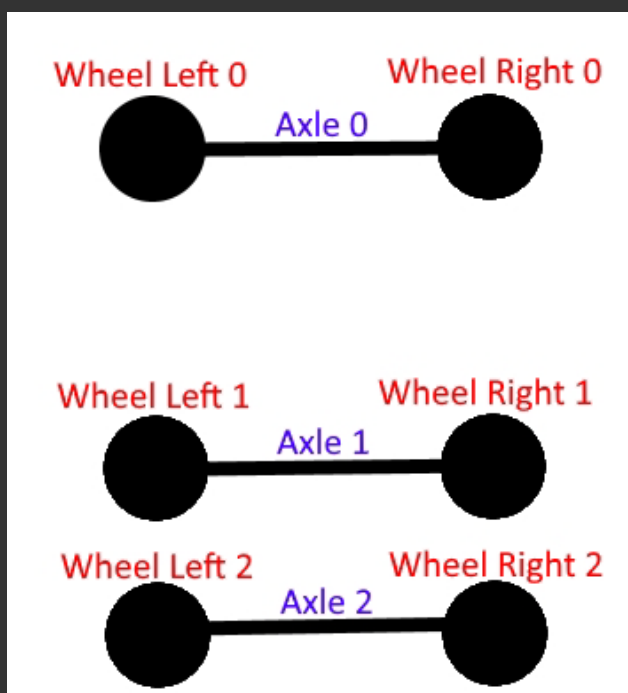If you want to create your own settings,
Select the custom template

Select Wheel Drive : Which apply power to the wheel ?

(Custom-wheel-drive) is selected, if defined, gives the power to the axles.

Select Axle: How many axles will be given power to select.

what is the axle ? : The piece that connects the two wheels.

(Vehicle Max RPM) after it was assigned a value of: torque chart will open.
This graphics tool indicates how much torque you can produce.

Every 1000,start,end period, how much torque do you want ?

Not : If this seems complicated to you ready to use a template.

(The total number of gear) when no value is selected, the gears and gear ratios, a table opens.

Differential gear : differential gear ratio is. You can assign 4 as the standard.

1...99 Gear : The gear ratio is.gear ratio,differential gear ratio must be at a low value.Fall in value as gear increases.
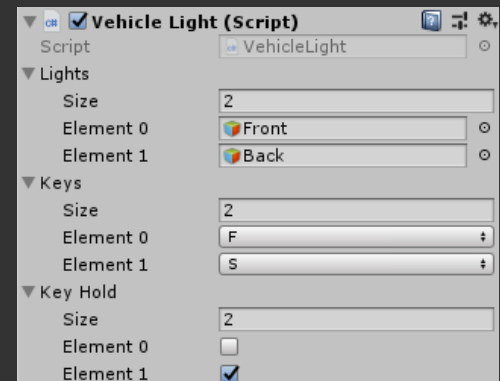
How to use scripts ?

How to use VehicleLight ?

Lights : light dispose of your objects

Keys : select key

Key Hold : True : Stays open as long as the key is pressed
           False: After pressing the button opens and closes the back pressure

Problems and solutions

1-) Vehicle issue falter

Solutions : adjust the collider of the object according to the height of your vehicle.
NOT : High aspect ratio throws off the balance

2-) Vehicle rollover problem

Solutions 1: Adjust the center of gravity positions of the objects in your vehicle.
       There are two objects on the front and rear.Adjust the location of the
       front wheel of the vehicle close to the front object.Adjust the location
       of the rear wheel close to the rear of the vehicle object.

Solutions 2: WheelCollider >> Sideways Friction : lower the settings

3-) The vehicle excessive acceleration problem

Solutions : Rigidbody >> mass : Increase the value (For example :it has an ordinary vehicle
       weight tons 1. 1 tons = 1000 mass value)

4-) The gear doesn't work (Control Type = Simple,Auto,SemiAuto)

Solutions : Next Gear Rpm and Previous Gear Rpm assign value.
       Next Gear Rpm: How much rpm need to switch into the next gear
       Previous Gear Rpm: How much rpm required to switch into the previous Gear