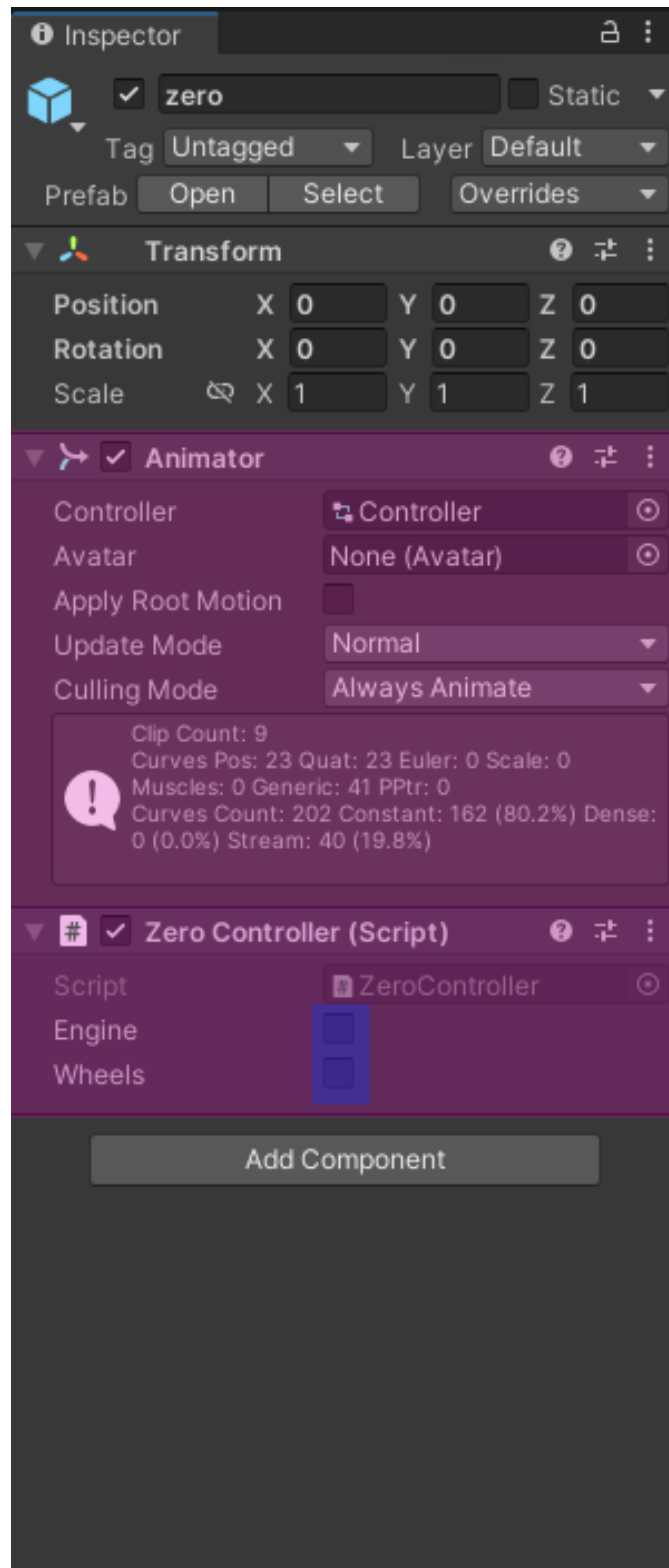# Hello

Like we mention in the asset store page for this package, the airplane propeller and wheels are animated that control by a small script. you can use it in inspector for testing purposes or address the script variables from another scripts and used it whatever you like. zero controller script and animator controller are attached to the zero model and you can turn engine and wheels on or off by 2 bools that are in there

✓ **zero** Static ▼

Tag Untagged ▼ Layer Default ▼

Prefab Open Select Overrides ▼

▼ **Transform** ❷ ⇄ ⋮

Position   X 0   Y 0   Z 0
Rotation   X 0   Y 0   Z 0
Scale ⚒ X 1   Y 1   Z 1

▼ ✓ **Animator** ❷ ⇄ ⋮

Controller ⇆ Controller ⊙
Avatar None (Avatar) ⊙
Apply Root Motion ☐
Update Mode Normal ▼
Culling Mode Always Animate ▼

❗ Clip Count: 9
Curves Pos: 23 Quat: 23 Euler: 0 Scale: 0
Muscles: 0 Generic: 41 PPtr: 0
Curves Count: 202 Constant: 162 (80.2%) Dense:
0 (0.0%) Stream: 40 (19.8%)

▼ # ✓ **Zero Controller (Script)** ❷ ⇄ ⋮

Script ▣ ZeroController ⊙
Engine ☐
Wheels ☐

Add Component

thank you for using this asset.