Nitro Feature
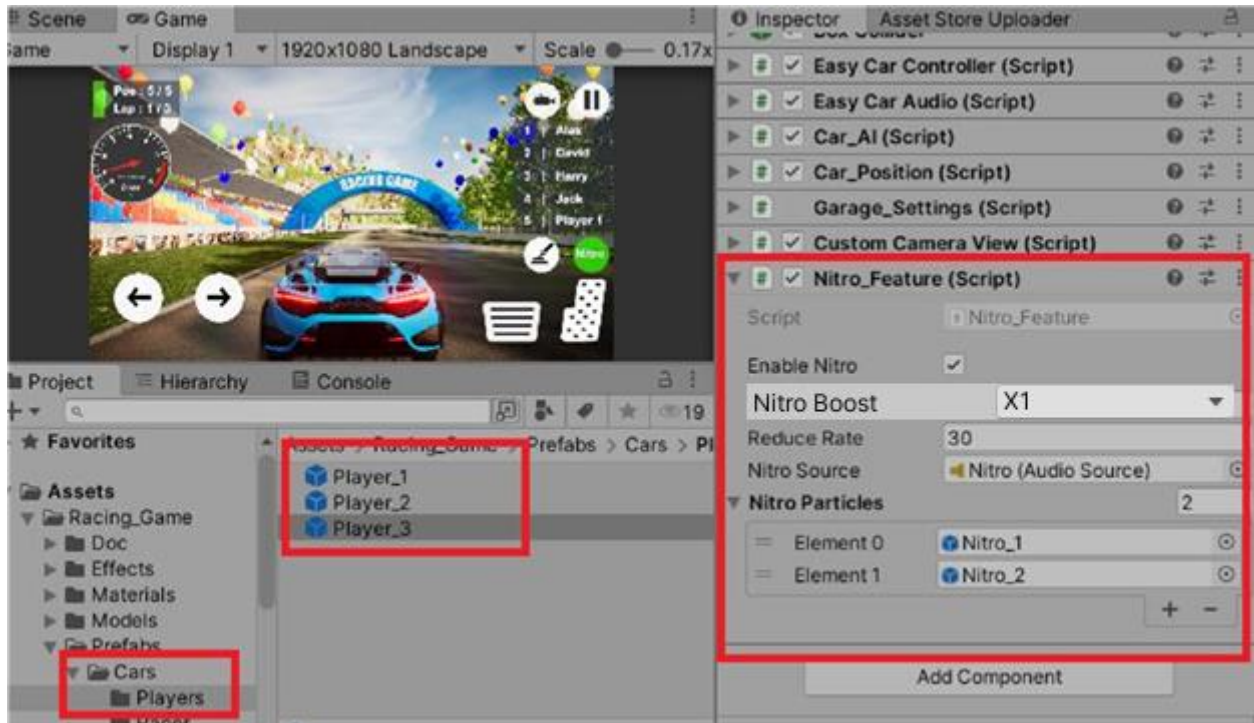
You can add **"Nitro_Feature"** component to your player cars to have nitro mode:

Enable Nitro: Enable nitro feature for this car

Nitro Boost: Apply this force intensity to the player's rigidbody

Reduce Rate: Nitro usage rate (higher means: empty nitro bar faster)

Nitro Source: Audio source… You can select and customize its volume and pitch

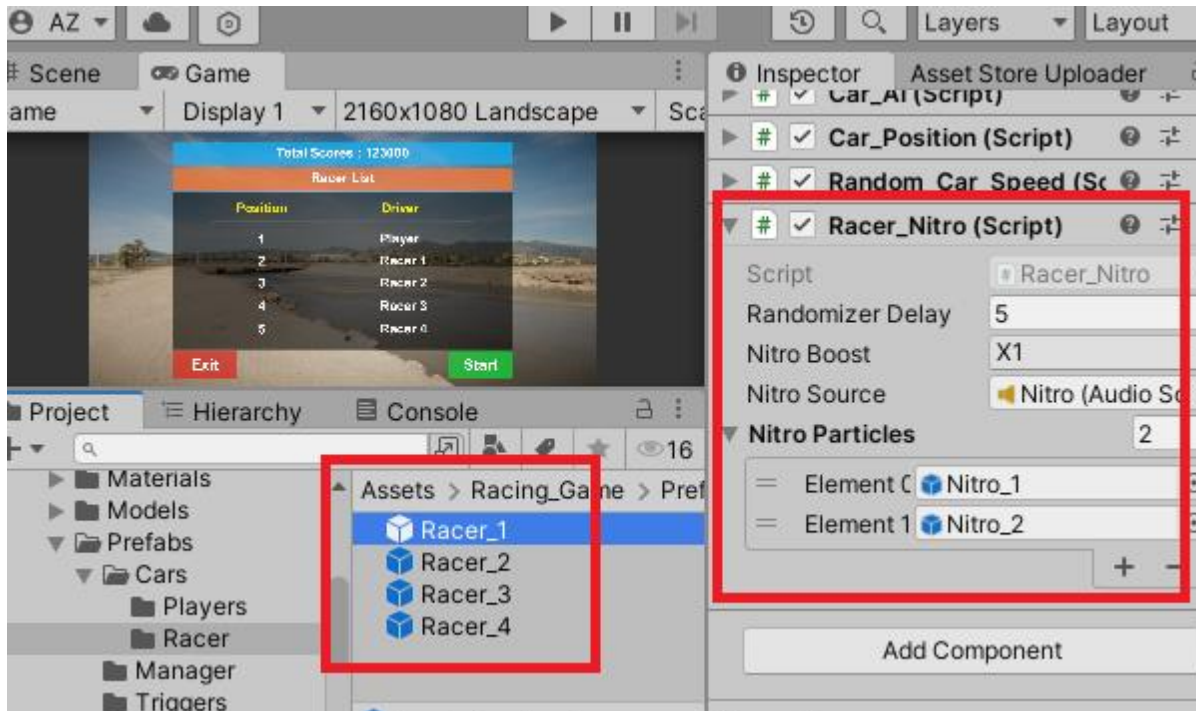**Nitro Particles:** Nitro particles under car's body gameobject

Nitro Slider

Nitro Slider will be activated when the player car has **"Nitro_Feature"** component:

Racer Nitro

You can add racer nitro component to your racer prefabs to have random nitro boost mode:

Note 1: You can remove this component if you don't like to have nitro feature for racers

Note 2 : The nitro for racers only works when the racers are note in the speed limiter triggers

How it works (Nitro Force)

When you apply force to the rigid body, the car doesn't accelerate evenly across different frame rates.

I have used this method for nitro mode:
When you hit the boost button, the mass of the car rigidbody is divided by the **Nitro Boost** value (X1,X2,X3) so making the car go faster
This method is no longer dependent on frame rate and speeds up the car uniformly.

Also the camera's field of view will be increased to simulate car acceleration on the nitro mode

You can select your player's prefab and change the field of view value for default and nitro mode in the **Easy Car Controller** Component: