Welcome to Vehicle Physics Pro!

Community Edition

Vehicle Physics Pro (VPP) is an advanced vehicle simulation kit providing fully realistic and accurate vehicle dynamics.

⚠ This is an advanced vehicle asset ⚠

Good knowledge of vehicle mechanics, car tuning and real-world set-up techniques is highly recommended. Configuring vehicles in VPP is easy, but setting them up with realistic specifications is almost as difficult as in real vehicles. If you need vehicles that are simple to set up, please consider [Edy's Vehicle Physics](#) instead.

Check out the [VPP Asset Store page](#) for the product summary and screenshots.

Quick documentation links

- [Getting Started](#)
- [Creating Vehicles](#)
- [Configuration Guide](#)
- [Demos](#)
- [Changelog](#)
- [Documentation home](#)
- [Support Q&A](#)

Requirements

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Minimum Unity version:	Unity 2017.1+
Recommended Unity version:	**Unity 2018.4+**
Scripting Runtime Version:	**.NET 4.x Equivalent**

Configuring the Project Settings

It is recommended to use **Linear color space** (*Project Settings > Player > Other Settings*).

The folder **VPP Project Settings** provides specific settings files that may be imported individually. Each file overrides the project's settings in the corresponding section:
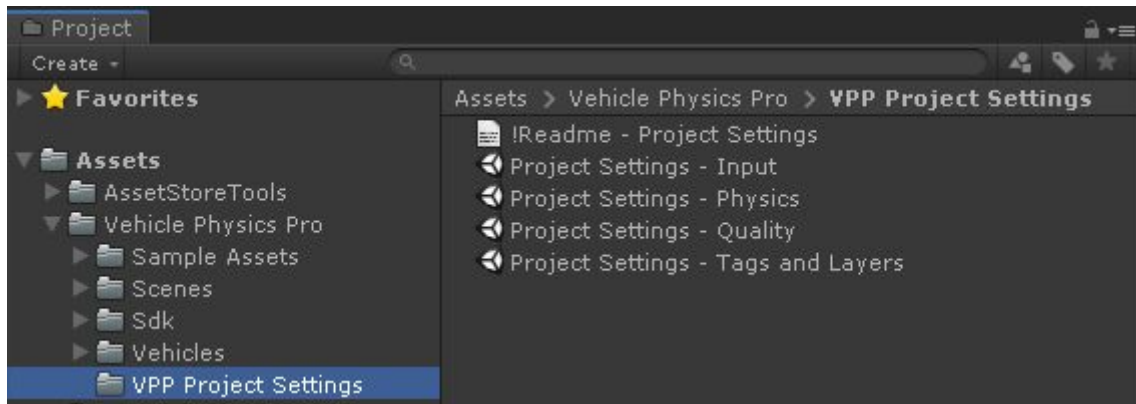
Project Settings - Input *(Required)*
Required for some features to work correctly (i.e. switch gears in the included demos). Alternatively, you could manually configure the input axes Horizontal, Vertical, Fire2 and Fire3 as described here.

Project Settings - Physics
Physics settings used in VPP. Note that importing this file overrides your project's Layer Collision Matrix.

Project Settings - Quality
Enhances the visual quality of the shadows and textures in large scenarios.

Project Settings - Tags And Layers
VPP uses "User Layer 8" as "Vehicles" for visibility and reflection probes. If you're already using that layer, have in mind that VPP also uses it.

> **Note - Unity 2019.3:** a bug causes an error when importing the Tags And Layers unitypackage. You may configure the vehicles layer manually instead:
> 1. Go to Project Settings > Tags And Layers > Layers
> 2. Name "User Layer 8" as "Vehicles"

Quick start
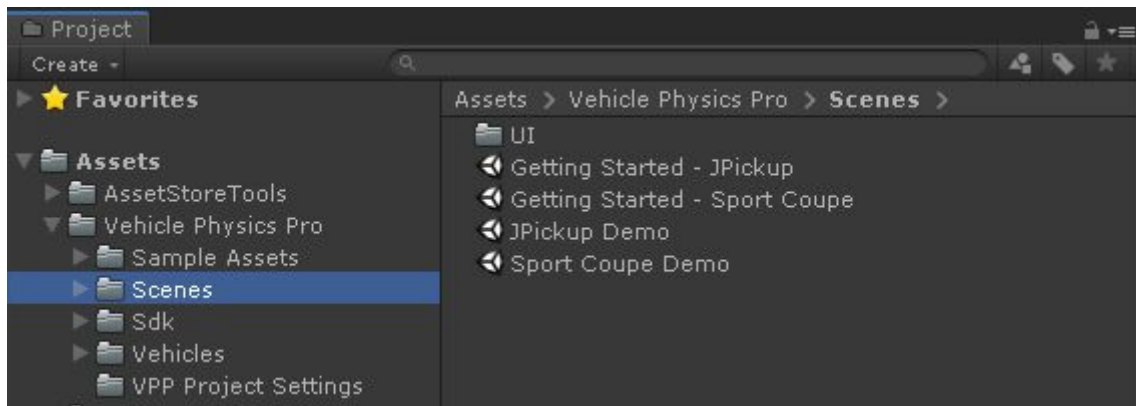
1. Go to the folder **Vehicle Physics Pro > Scenes**
2. The ***Demo*** scenes are complete demos in *The City* scenario. Try them!
   Open the help (**?** icon) > *Controls* for the car controls.
3. The ***Getting Started*** scenes contain a minimal working scene with the car, a test
   scenario and the camera controller. Use them while following the Getting Started
   section in the docs for learning how vehicles work in VPP.

Getting support

This is a free asset. Please search the documentation and ask your questions in the Support
Q&A site when possible. Otherwise, you may reach me at edy@vehiclephysics.com.

You may also reach me on Twitter @VehiclePhysics. Official development announcements
are posted here with the hashtag #vppdev.