Import Guide
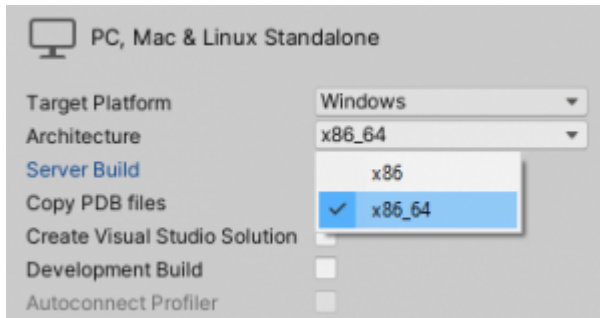
NWH Vehicle Physics 2 aims to automate import process as much as possible but some actions can not be performed from scripting and so these have to be done manually.

- If the build target is `Windows / x86` make sure to change it to `Windows / x86_64` or Unity InputSystem will not work. This can be done under *File ⇒ Build Settings*. InputSystem is required for demo scenes.

Build Settings.

- If the InputSystem package is not already installed a message like the one below will pop up. Click *Install/Upgrade*.
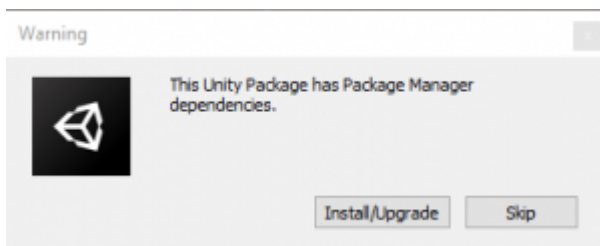
Package Manager dependencies warning.

- Another message will pop up after InputSystem package is done installing. Click *No*. Afterwards, go to project settings and change *Project Settings ⇒ Player ⇒ Active Input Handling* to `Both`. This way both Unity InputSystem and the old Unity InputManager will work (NVP2 supports both).
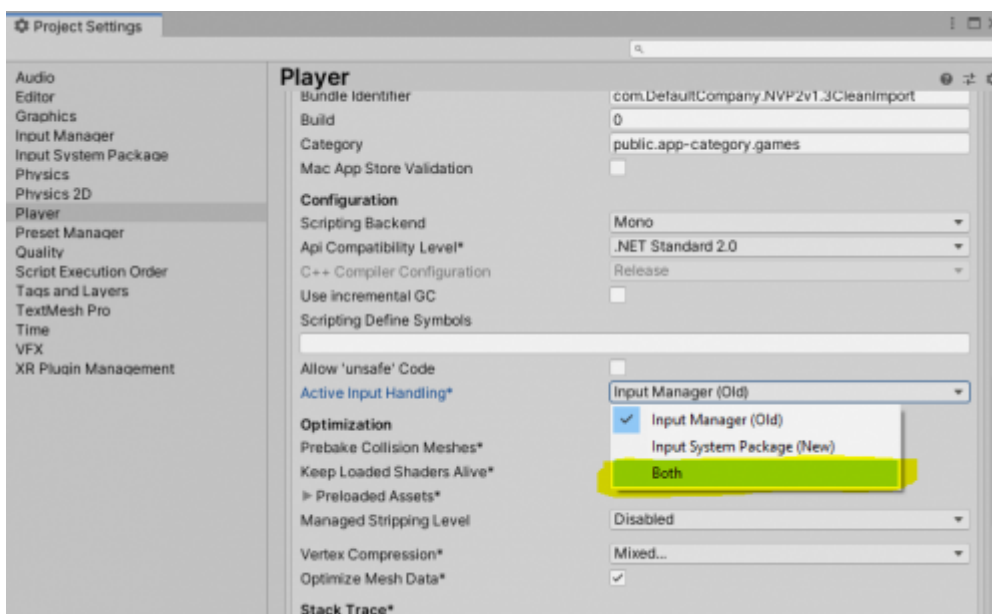
Active Input Handling option.

- Ignore any mesh or tree related messages that pop up in the console. These are only import related and will not show up again.
- Open the demo scene to test the import. Demo scene can be found under *NWH Vehicle Physics 2 ⇒ _Demo ⇒ _Scenes ⇒ _Racetrack*. The scene should work out of the box. If it does not or if you encountered any issues during import please contact the developer.
- To make the demo scene look better switch the color space of the project to `Linear` under *Project Settings ⇒ Player ⇒ Color Space.*