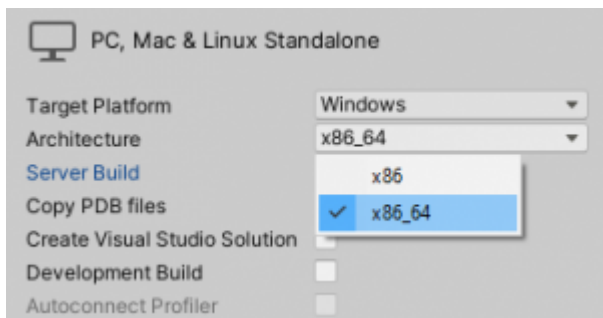


Import Guide

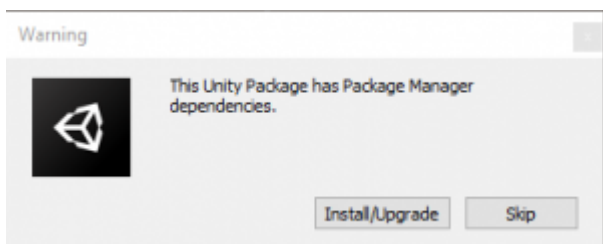
NWH Vehicle Physics 2 aims to automate import process as much as possible but some actions can not be performed from scripting and so these have to be done manually.

- 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.



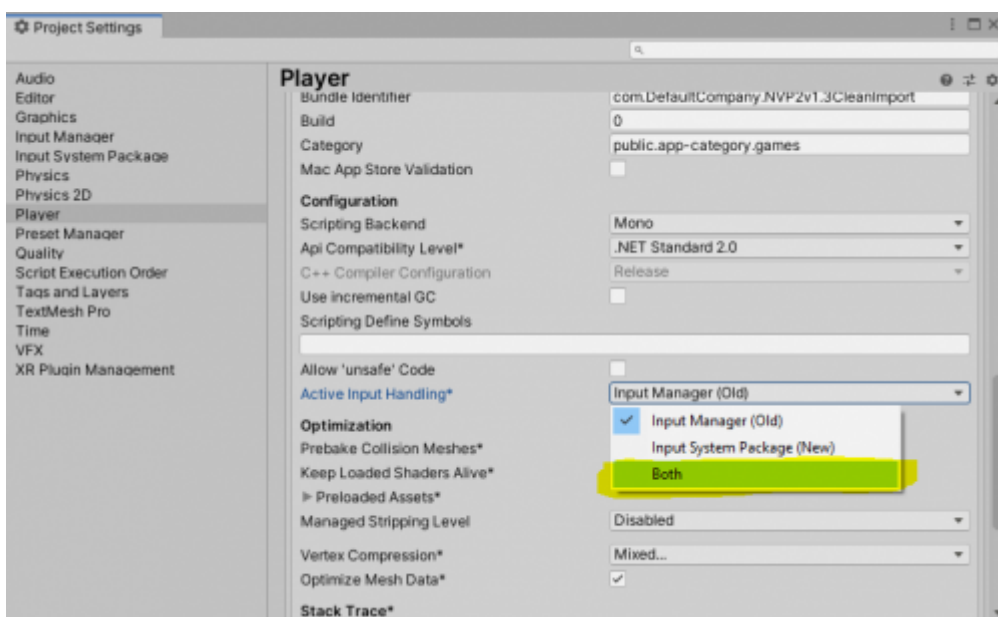
Build Settings.

- 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*.

Assembly Definitions

This asset uses [Assembly Definition \(.asmdef\)](#) files.

- **If the project already uses assembly definitions** accessing a script that belongs to this asset can be done by adding an assembly reference to the assembly definition of the script that needs asset. E.g. to access `VehicleController` adding a `NWH.VehiclePhysics2.VehicleController` reference to `MyProject.asmdef` is required.
- **If the project does not use assembly definitions** simply remove all the `.asmdef` files from the asset after import.

From:

<http://nwhvehiclephysics.com/> - **NWH Vehicle Physics 2 Documentation**

Permanent link:

<http://nwhvehiclephysics.com/doku.php/Importing>

Last update: **2021/09/21 20:38**

