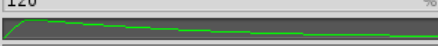


Steering Wheel Input Provider

Target Vehicle
 Vehicle Source: Vehicle Changer

Forces
 Overall Effect Strength: 1 %
 Maximum Wheel Force: 60 %
 Smoothing: 0.02
 Use Direct Input:

Low Speed Friction
 Low Speed Friction: 20

Self Aligning Torque
 Max. Sat Force: 120 %
 Slip SAT Curve: 
 Slip Multiplier: 4

Friction
 Friction: 15

Centering Force
 Centering Force Strength: 45
 Center Position Drift: 0.2

Debug Values
 Low Speed Friction Force: 0
 Sat Force: 0
 Friction Force: 0
 Centering Force: 0
 Total Force: 0

Input

Axes
 Axis Resolution: 65536
 Steering Axis: X Position
 Flip Steering Input:
 Throttle Axis: Y Position
 Flip Throttle Input:
 Brake Axis: Z Rotation
 Flip Brake Input:
 Clutch Axis: Z Position
 Flip Clutch Input:

Buttons

Sequential Shifter
 Shift Up Button: 12
 Alt Shift Up Button: 4
 Shift Down Button: 13
 Alt Shift Down Button: 5

H-shifter
 Shift Into Reverse Button: -1
 Shift Into Neutral Button: -1
 Shift Into 1st Button: -1
 Shift Into 2nd Button: -1
 Shift Into 3rd Button: -1
 Shift Into 4th Button: -1
 Shift Into 5th Button: -1
 Shift Into 6th Button: -1
 Shift Into 7th Button: -1
 Shift Into 8th Button: -1
 Shift Into 9th Button: -1

Input Debug Values
 Steering Input: 0
 Throttle Input: 0
 Brake Input: 0
 Clutch Input: 0
 Shift Up Input:
 Shift Down Input:
 Shift Into Input: -999

Total Force should never exceed 100. This will result in force clipping as wheels can not reproduce forces above 100%.

SteeringWheelInputProvider inspector.

SteeringWheelInputProvider adds steering wheel (Logitech/Thrustmaster/etc.) support to NWH Vehicle Physics 2.

Besides retrieving input from the wheel it also manages force feedback (FFB).

Logitech SDK is required for SteeringWheelInputProvider to work - check setup steps below.

Despite the name, Logitech SDK also works with wheels from other manufacturers since it uses DirectInput as the backend.

This script requires two front wheels to function.

Setup

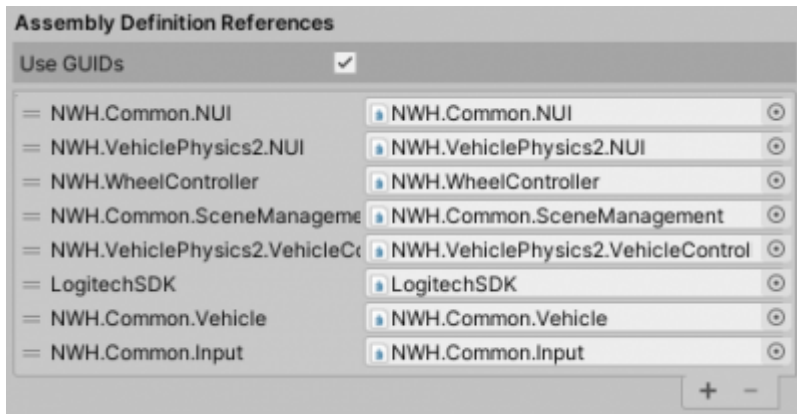
Logitech SDK

- Download Logitech SDK asset from Unity Asset Store ([link](#)). Logitech SDK is known to ship with problematic *LogitechSteeringWheelEnginesWrapper.dll* file. To fix this:
 - Download *Steering Wheel SDK* from Logitech Website ([link](#)).
 - Find correct *LogitechSteeringWheelEnginesWrapper.dll* inside the downloaded SDK and replace the one in the Unity project with it.
 - Restart Unity (important, Unity does not unload native dll files until restarted so the old dll will still be in memory).
 - Attach `LogitechSteeringWheel` from *Logitech SDK* ⇒ *Script Sample* to any object in the scene and press play. Make sure that there are no errors and that the axes and inputs are recognized in the GUI.
 - Once done, remove `LogitechSteeringWheel`. This script will not be needed any more (except for any future debugging if needed).

Assembly Definitions

Setting up .asmdef for Logitech SDK is required for v1.6 and up.

- Logitech SDK does not come with .asmdef file so adding it manually is required. If this step is skipped SteeringWheelInputProvider will not be able to find the LogitechGSDK class.
- Navigate to Logitech SDK directory inside the Unity Project view and right click > Create > Assembly Definition. Name it LogitechSDK
- Navigate to the SteeringWheelInput directory that has been imported in the previous section and make sure that `LogitechSDK` is present in the `NWH.VehiclePhysics2.SteeringWheelInput.asmdef` file under the *Assembly Definition References* section. Example:



LogitechSDK reference added to the NWH.VehiclePhysics2.SteeringWheelInput.asmdef

Input Provider

- Import NWH > Vehicle Physics 2 > Scripts > OptionalPackages > Input > SteeringWheelInput > SteeringWheelInput.unityasset by double clicking on it in the inspector.
- Attach the SteeringWheelInputProvider to any object in the scene. Make sure that there is only one InputProvider of type SteeringWheelInputProvider present in the scene.
- Adjust Vehicle Source as needed.
- Press play. Once a vehicle is entered force feedback will start working.
- To adjust per-vehicle settings, attach ForceFeedbackSettings script to that vehicle.

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

Permanent link:
<http://nwhvehiclephysics.com/doku.php/NWH/VehiclePhysics2/Input/SteeringWheelInputProvider>

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