



TrailerHitch module.

VehicleController with TrailerHitchModule can attach a VehicleController with TrailerModule as a trailer.

- Both TrailerHitchModule and TrailerModule can be present on one vehicle at the same time.
- AttachmentPoint is the point at which the trailer will be attached. The trailer will be moved so that both trailer and hitch AttachmentPoints are at the same position. This is where the physics joint gets created.

Also check [Trailer module](#).

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

Permanent link:
<http://nwhvehiclephysics.com/doku.php/NWH/VehiclePhysics2/Modules/Trailer/TrailerHitchModule>

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