



WheelComponent inspector.

- WheelComponent is a PowertrainComponent. It acts as a torque sink and can not output to another PowertrainComponent
- WheelComponent should not be mixed up with WheelController which is a replacement for Unity's WheelCollider.
- Belongs To field determines to which WheelGroup the WheelComponent belongs to. This will determine values such as braking and steering coefficients and geometry.
- Inertia field gets auto-calculated from assigned WheelController's mass and radius.

From:

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

Permanent link:

<http://nwhvehiclephysics.com/doku.php/NWH/VehiclePhysics2/Powertrain/WheelComponent>

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