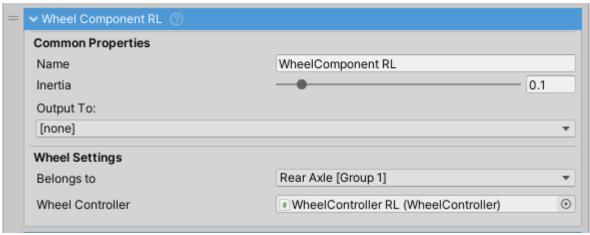
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WheelComponent inspector.

- 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 determines values such as braking and steering coefficients and geometry.
- Inertia field gets auto-calculated from assigned WheelController's mass and radius.

