



Unreal Engine - FGear Vehicle Physics v5.3

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Unreal Engine - FGear Vehicle Physics v5.3: Introducing FGear, a versatile semi-arcade custom vehicle physics solution that perfectly balances realism and ease of control. Packed with core features and extras, FGear empowers developers to create engaging driving experiences with minimal effort.

Extras:

- Adjustable 3rd-Person Camera: Customize the 3rd-person camera angle and settings.
 - Visual & Sound Effects: For added immersion, sample effects like engine, skid, and muzzle effects.
 - Custom Collider Component: Separate collision from inertia with the custom collider component.
 - Fundamental AI Driver: Implement basic AI driver functionality for single-player experiences.
- Adjustable Integration Steps: Fine-tune integration steps for optimal performance.
 - Tyre Model Options: Choose from simplified Pacejka, Pacejka96, and MF6.1 tyre models.
 - 3D Wheel Support: Support for 3D wheels with multiple raycasts or sphere/convex casts.
 - Engine Model: Simple engine model with customizable torque curve.
 - Transmission Options: Configure auto, sequential, or manual (H-pattern) transmissions.
 - Differential Settings: Choose from open, locked, or limited slip differentials.
 - Steering Dynamics: Implement Ackerman steering, toe, and camber adjustments.
 - Suspension Systems: Simple spring/damper suspensions with a preload option.
 - Multi-Axle Setup: Support for multiple axle configurations.
 - Aerodynamics: AeroDynamics component for drag and downforce effects.
 - Input Manager: Standard input manager with keyboard, joystick, and wheel+shifter support.
 - Driving Aids: Implement driving aids like ABS, ASR, ESP, and anti-roll bars.
 - Telemetry UI: Detailed telemetry UI for monitoring vehicle performance.
 - Save/Load System: Basic save/load system for fast prototyping.



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