



Brakes inspector.

Controls brakes.

- Avoid using too high Max Torque as it might introduce jitter. Usually the best value is the one just above the point where the wheels lock up under heavy braking.
- Smoothing can be used to make braking more progressive when using binary input.

Related:

- [Input Setup](#)
- [BrakeHissComponent \(SoundComponent\)](#)
- [WheelGroup - Brakes](#)

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