

## Upgrade Notes

Upgrade notes between different version of NWH Vehicle Physics 2. Version of currently installed package can be found under Package Manager.

It is always best to do a clean import after upgrade by removing the NWH folder and then importing.

### v1.8.x to v1.9.x

- Clean import required.

### v1.7.x to v1.8.x

- Clean import required.

### v1.7.5 to v1.7.6

- Clean import required.

### v1.7.3 to v1.7.4

- Clean import required due to asmdef changes.
- Lateral friction will be looser, meaning that increasing of the lateral friction coefficient of WheelController will be required to keep the same behaviour. However, the new calculation is more 'correct'.

### v1.6.x to v1.7

- Due to changes to powertrain inertia the vehicles will now accelerate a bit faster for the same engine power.
- Mirror multiplayer vehicles can now use NetworkRigidbody instead of NetworkTransform for better multiplayer behavior and two-way collisions. Both scripts should not be present at the same time.

### v1.5.x to v1.6.x

- **Clean import is required due to asset restructuring.**
- Project Settings > Player > Api Combatibility Level needs to be set to .NET 4.x (requirement will be removed with v1.6.1).
- Asset now uses assembly definition files. To access NVP2 scripts from other assemblies a reference to NVP2 will need to be added to the other assembly definition file. More about that [here](#).
- If using multiple NWH assets simultaneous update is required. Delete all the NWH assets and do a clean import. This is required do to restructuring of Common folder to better accommodate .asmdefs.

- Removed torque converter option. Use clutch slip torque instead - this gives identical results to the previous torque converter option.
- CVT transmission now uses single forward and single reverse transmission gear ratio, both indicating minimum gear ratio for that direction. Other ratios will be ignored.
- SteeringWheelInput users will need to set up assembly definitions for Logitech SDK:  
<http://nwhvehiclephysics.com/doku.php/NWH/VehiclePhysics2/Input/SteeringWheelInputProvider>  
. Without this step SteeringWheelInputProvider will not be able to find LogitechGSDK class.

## v1.5 to v1.5.1

- PIDController.cs might get duplicated on import. Remove NWH/VehiclePhysics2/Scripts/Vehicle/Utility/PIDController.cs if this happens.

## v1.4 to v1.5

- Clean import is required due to folder restructure to allow all NWH assets to work side by side.
- WheelController damper settings will need to be somewhat reduced (~50%) due to changes to damper calculation.
- Input-related classes have been renamed to prevent issues when importing more than one NWH asset in the same project. Changes: Input > VehicleInputHandler, InputStates > VehicleInputStates.

## v1.3 to v1.4

- VehicleController now requires NRigidbody to be attached. NRigidbody will be added to newly created vehicles automatically but for existing vehicles it is best to add it manually.

## v1.2 to v1.3

- None. If upgrading from older versions check the notes below.

## v1.1 to v1.2

- **Delete Scripts folder before upgrading.** Some scripts have changed namespace and Unity will import them twice if the old version is not deleted first.
- InputProviders have been split to SceneInputProvider and VehicleInputProvider where SceneInputProvider handles scene-related input (camera controls, vehicle switching, character movement, etc.) and VehicleInputProvider handles only vehicle-related input (steering, throttle, brakes, etc.). To upgrade besides VehicleInputProvider make sure to have SceneInputProvider present as well (InputManagerSceneInputProvider, InputSystemSceneInputProvider or MobileSceneInputProvider - depending on which input is used).
- Some of the scripts have been moved to NWH/Common directory. These are the scripts that are shared between multiple NWH Coding assets (VehicleChanger, CameraChanger, RigidbodyFPSController, etc.).

## v1.0 to v1.1

v1.1 was an input focused update and most of the actions needed to upgrade from v1.0 are input-related.

- It is recommended to delete Scripts > Vehicle > Input folder before upgrading. Some scripts and files have been renamed and might result in duplicate imports upon upgrade.
- v1.1 requires InputSystem package to be installed. This does not mean that it has to be used - just needs to be present in the project. InputSystem should get automatically installed when updating the asset. If this does not happen, install it through Package Manager.
- If using InputManager (old/classic Unity Input) some of the input mappings will need to be changed. List of new bindings is available [here](#). Updated guide on setting up Input Manager can be found [here](#).
  - Horizontal axis was renamed to Steering.
  - Vertical axis was split to Throttle and Brakes.
  - CameraRotation, CameraPanning, CameraRotationModifier, CameraPanningModifier, CameraZoom, FPSMovement and ToggleGUI bindings need to be added for demo scene to function properly.
- Despite removing Vertical axis from the bindings it is still available under vehicleController.input.Vertical for easier integration with AI and similar systems.

## NWH Vehicle Physics 1 to NWH Vehicle Physics 2

- Before upgrading to NWH Vehicle Physics 2 please remove any previous versions of NWH Vehicle Physics and Wheel Controller 3D from the project.
- NWH Vehicle Physics 2 is significantly different from NWH Vehicle Physics 1 and a manual upgrade of the existing vehicles is required.
- Check out Vehicle Setup Wizard script - it speeds things up a lot.

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

Permanent link:  
<http://nwhvehiclephysics.com/doku.php/UpgradeNotes>

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