City Car Driving Simulator

Add New Vehicles

Contents

Player Vehicles

All selectable player vehicles consist of a prefab. All vehicle prefabs are located in the **Prefabs/Player Vehicles**. Your vehicle prefabs should also be here**.**

Resources → CCDS_PlayerVehicles (***Tools → BCG → CCDS → Player Vehicles***) to access the list of selectable player vehicles in the game. All vehicles selected here are selectable player vehicles. Here you can change the prices and order of all player vehicles. There is a test scene named "**CCDS_Vehicles**" in the scenes. In this scene you can build, test, and develop your own vehicles.
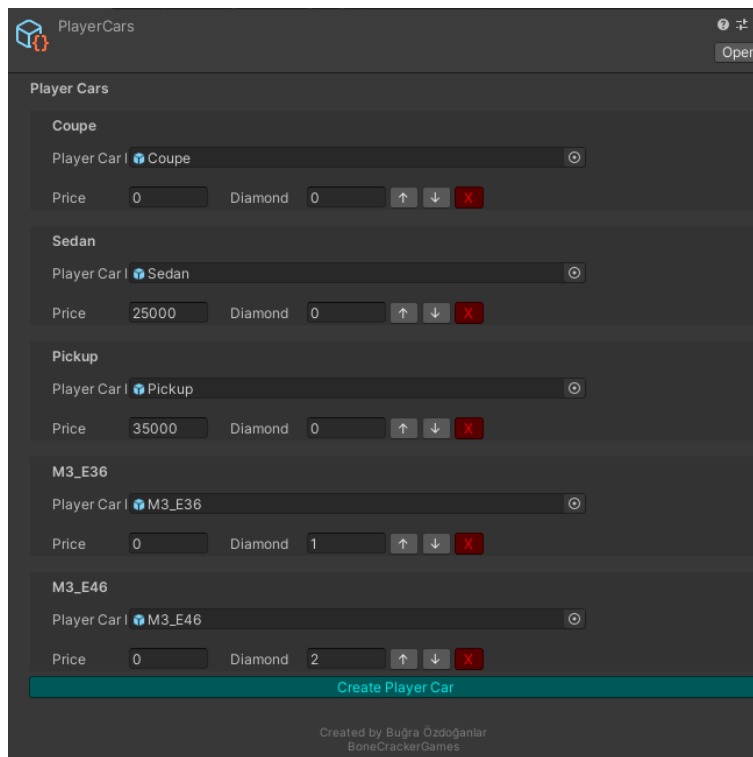
Resources → CCDS_PlayerVehicles (Selectable player vehicles)

Necessary Scripts for Player Vehicles

Each player vehicle is controlled by **RCCP_CarController**, and has **CCDS_Player** script attached.

CCDS_Player

Controls the drifts, score, multiplier rate, and other player-related values. You don't have to do anything for this script. Just having the script attached to the player vehicle would be enough. Score and damage multipliers can be changed on this component. Don't use this script on AI or other non player vehicles.

Creating and Adding New Vehicles

First, if your vehicles do not have RCCP installed, you must first install it. There is a scene called "**CCDS_Vehicles**" for this type of work. If you have not used RCCP before, you can browse my playlists for installation tutorial videos below;

https://youtu.be/SkPmGUB0R7Y

https://youtu.be/oxRLksNh-2A

After the RCCP is installed on your vehicle, if the vehicle is working properly, you can add the **CCDS_Player** scripts. It will be added to the vehicle automatically. Next, we need to add the vehicle to our list. Simply click the "**Create Prefab**" button to create a new prefab in **Resources/Player Cars** folder. Now we have to add it to our player cars list. To do this, click the "**Add Prefab To Player Vehicles List**" button. This will add the prefab to the list. And you're done! Let's back to the main menu and see if our new vehicle is selectable.

Adding Spoiler, Neon, Siren

Upgradable managers have been explained in a separate documentation.

Support

Please include your invoice number while sending an email to me.

Contact: bonecrackergames@gmail.com