

**RCC.SpawnRCC (RCC\_CarControllerV3 vehiclePrefab, Vector3 position, Quaternion rotation, bool registerAsPlayerVehicle, bool isControllable, bool isEngineRunning)**

Spawns a RCC vehicle prefab with given position, rotation, sets its controllable, and engine state.

**RCC.RegisterPlayerVehicle(RCC\_CarControllerV3 vehicle, bool isControllable, bool engineState)**

Registers the target vehicle as player vehicle with controllable and engine state.

**RCC.DeRegisterPlayerVehicle()**

De-Registers the player vehicle. It's no longer player vehicle.

**RCC.SetControl(RCC\_CarControllerV3 vehicle, bool controlState)**

Sets controllable state of the vehicle.

**RCC.SetEngine(RCC\_CarControllerV3 vehicle, bool engineState)**

Sets engine state of the vehicle.

**RCC.SetMobileController(RCC\_Settings.MobileController mobileController)**

Sets the mobile controller type.

**RCC.SetUnits()**

Sets the units as KMH or MPH.

**RCC.SetAutomaticGear(bool state)**

Sets the automatic gear as manual or automatic.

**RCC.StartStopRecord()**

Starts new record or stops current record (If record is enabled in RCC\_SceneManager).

**RCC.StartStopReplay()**

Starts latest replay or stops current replay (If record is enabled in RCC\_SceneManager).

**RCC.StartStopReplay(int recordIndex or Recordclip)**

Starts target replay by index or recorded clip (If record is enabled in RCC\_SceneManager).

### **RCC.SetBehavior(int behaviorIndex)**

Sets new behavior.

### **RCC.SetController(int controllerIndex)**

Sets main controller type.

### **RCC.ChangeCamera()**

Changes current camera mode to the next mode.

### **RCC.Transport(Vector3 position, Quaternion rotation)**

Transport player vehicle to the specified position and rotation with freezing rigidbody velocity.

### **RCC.Transport(RCC\_CarControllerV3 vehicle, Vector3 position, Quaternion rotation)**

Transport the vehicle to the specified position and rotation with freezing rigidbody velocity.

### **RCC.CleanSkidmarks()**

Cleans all skidmarks in the current scene.

### **RCC.CleanSkidmarks(int index)**

Cleans target skidmarks in the current scene.