You can use static methods in the **RCC.cs** script to do such things like spawning a new vehicle, setting controllable state of the vehicle, register / deregister the player vehicle, change controller type, etc. Just using one line of code will do the rest.

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 a 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 the RCC_SceneManager).

RCC.StartStopReplay()

Starts the latest replay or stops current replay (If record is enabled in the RCC_SceneManager).

RCC.StartStopReplay(int recordIndex or Recordclip)

Starts target replay by index or recorded clip (If record is enabled in the RCC_SceneManager).

RCC.SetBehavior(int behaviorIndex)

Sets new behavior.

RCC.SetMobileController(RCC_Settings.MobileController mobileController)

Sets mobile 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.