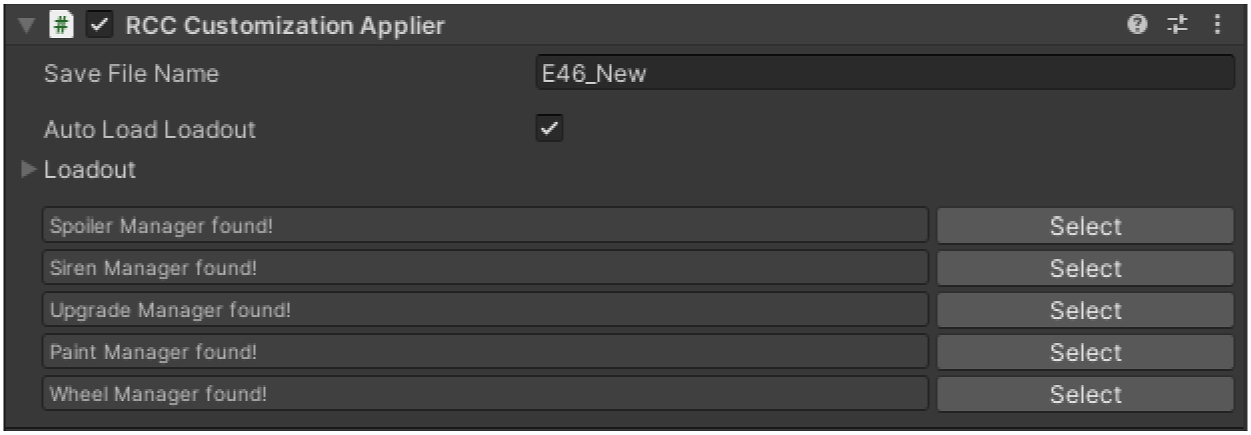
Customization

Vehicles have 5 different upgradable customizations. They are;

- Spoilers,
- Sirens,
- Upgrades,
- Paints,
- Wheels

Demo scene named “**RCC Customization**” with customization features can be found in the demo scenes folder.

Each customization systems have manager scripts that controls corresponding upgrable items. All upgrade managers are managed by the **RCC_CustomizationApplier** script attached to the vehicle. And **RCC_CustomizationManager** in the scene interacts with the **RCC_CustomizationApplier** to customize things. Creating & editing the upgrades won’t waste your time, they are plug and play systems. I’ll be explaining each manager’s system below;



RCC Customization Applier

Save File Name: E46_New

Auto Load Loadout: ☑

▶ Loadout

Spoiler Manager found!

Siren Manager found!

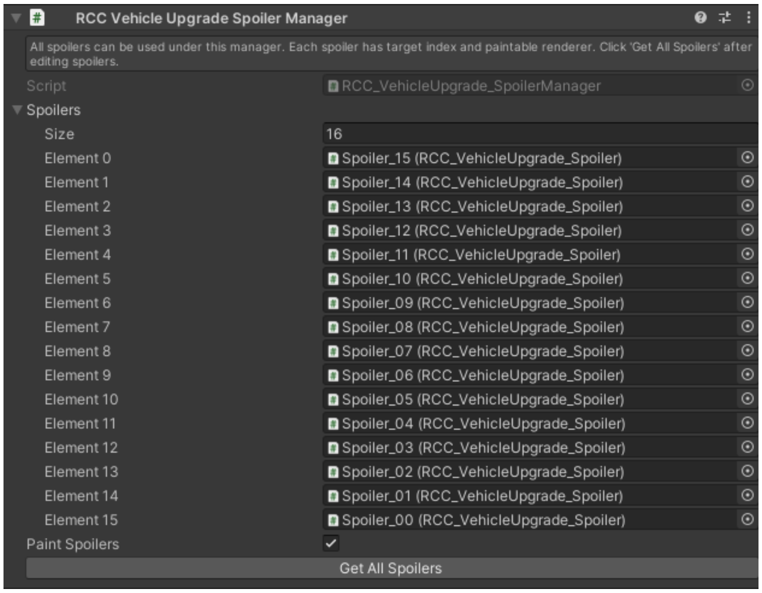
Upgrade Manager found!

Paint Manager found!

Wheel Manager found!

Spoiler Manager

Vehicles may have many spoilers. Manager will enable only selected one and disable all other spoilers. All you must do is reposition all spoilers for your vehicles. And adding them to the list.



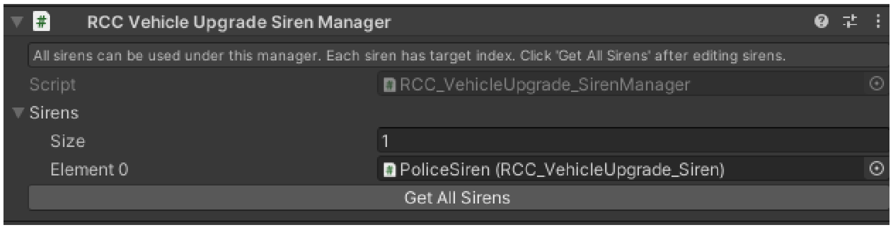
All spoilers can be used under this manager. Each spoiler has target index and paintable renderer. Click 'Get All Spoilers' after editing spoilers.

Script	RCC_VehicleUpgrade_SpoilerManager
Spoilers	
Size	16
Element 0	Spoiler_15 (RCC_VehicleUpgrade_Spoiler)
Element 1	Spoiler_14 (RCC_VehicleUpgrade_Spoiler)
Element 2	Spoiler_13 (RCC_VehicleUpgrade_Spoiler)
Element 3	Spoiler_12 (RCC_VehicleUpgrade_Spoiler)
Element 4	Spoiler_11 (RCC_VehicleUpgrade_Spoiler)
Element 5	Spoiler_10 (RCC_VehicleUpgrade_Spoiler)
Element 6	Spoiler_09 (RCC_VehicleUpgrade_Spoiler)
Element 7	Spoiler_08 (RCC_VehicleUpgrade_Spoiler)
Element 8	Spoiler_07 (RCC_VehicleUpgrade_Spoiler)
Element 9	Spoiler_06 (RCC_VehicleUpgrade_Spoiler)
Element 10	Spoiler_05 (RCC_VehicleUpgrade_Spoiler)
Element 11	Spoiler_04 (RCC_VehicleUpgrade_Spoiler)
Element 12	Spoiler_03 (RCC_VehicleUpgrade_Spoiler)
Element 13	Spoiler_02 (RCC_VehicleUpgrade_Spoiler)
Element 14	Spoiler_01 (RCC_VehicleUpgrade_Spoiler)
Element 15	Spoiler_00 (RCC_VehicleUpgrade_Spoiler)
Paint Spoilers	✓

When you add / remove / change any spoilers, you must click "**Get All Spoilers**". Otherwise, your changes won't be applied.

Siren Manager

Vehicles may have many sirens. Manager will enable only selected one and disable all other sirens. All you must do is, reposition all sirens for your new vehicles. And adding them to the list.



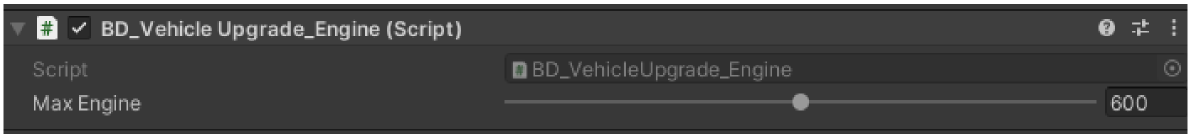
All sirens can be used under this manager. Each siren has target index. Click 'Get All Sirens' after editing sirens.

Script	RCC_VehicleUpgrade_SirenManager
Sirens	
Size	1
Element 0	PoliceSiren (RCC_VehicleUpgrade_Siren)

When you add / remove / change any sirens, you must click "**Get All Sirens**". Otherwise, your changes won't be applied.

Upgrade Manager

Vehicles have three upgrade managers. They are engine, brake, and handling. They are placed inside the manager script. You can simply select the upgradable item and set their maximum upgradable values.



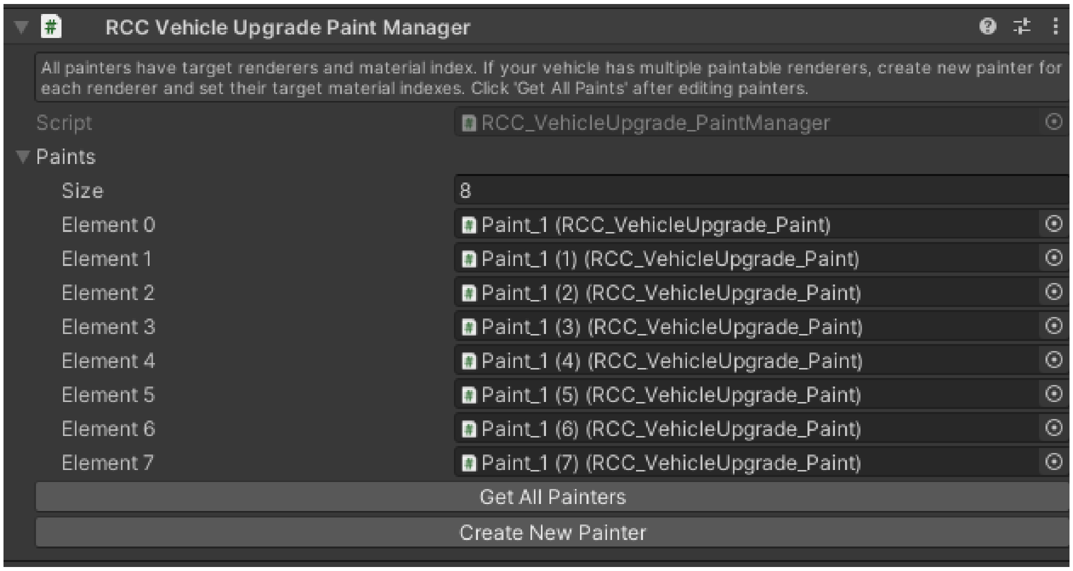
BD_Vehicle Upgrade_Engine (Script)

Script: BD_VehicleUpgrade_Engine

Max Engine: 600

Paint Manager

Vehicles may have many paintable parts. Paint manager includes painter scripts with target renderer and index. All you must do is, setting paintable renderer and if renderer has many materials, set the target index.



RCC Vehicle Upgrade Paint Manager

All painters have target renderers and material index. If your vehicle has multiple paintable renderers, create new painter for each renderer and set their target material indexes. Click 'Get All Paints' after editing painters.

Script: RCC_VehicleUpgrade_PaintManager

Paints

Size: 8

Element 0: Paint_1 (RCC_VehicleUpgrade_Paint)

Element 1: Paint_1 (1) (RCC_VehicleUpgrade_Paint)

Element 2: Paint_1 (2) (RCC_VehicleUpgrade_Paint)

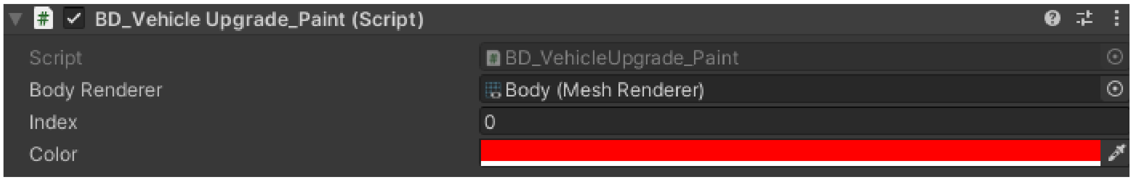
Element 3: Paint_1 (3) (RCC_VehicleUpgrade_Paint)

Element 4: Paint_1 (4) (RCC_VehicleUpgrade_Paint)

Element 5: Paint_1 (5) (RCC_VehicleUpgrade_Paint)

Element 6: Paint_1 (6) (RCC_VehicleUpgrade_Paint)

Element 7: Paint_1 (7) (RCC_VehicleUpgrade_Paint)



BD_Vehicle Upgrade_Paint (Script)

Script: BD_VehicleUpgrade_Paint

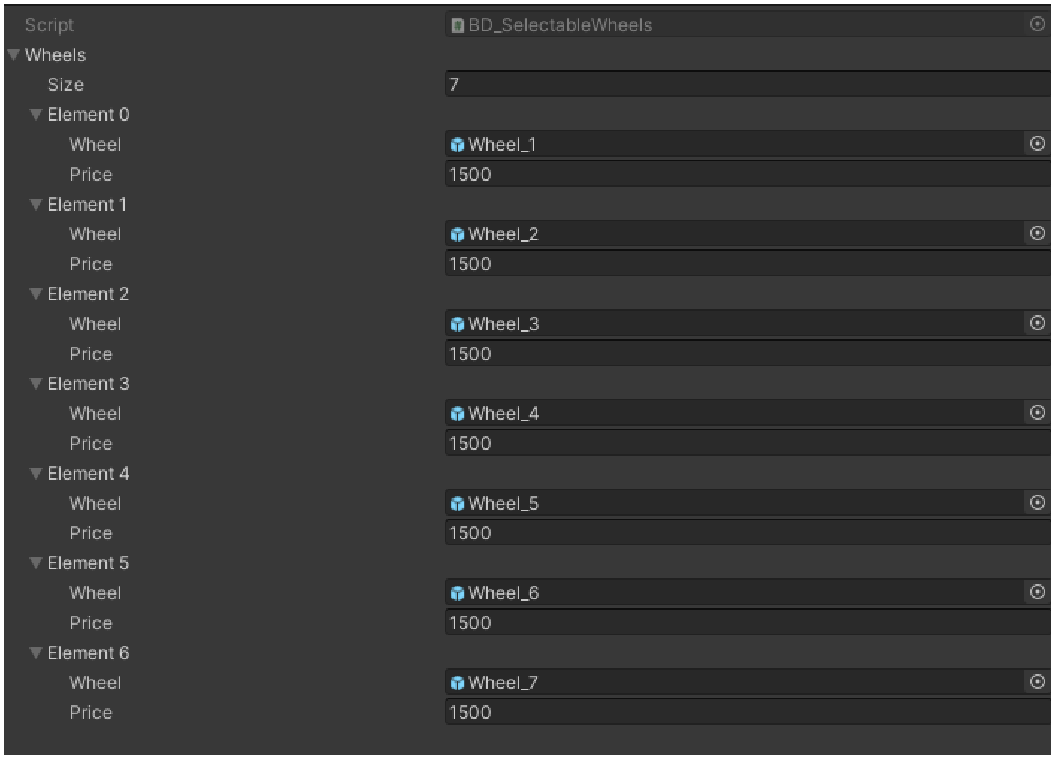
Body Renderer: Body (Mesh Renderer)

Index: 0

Color: 🟥

Wheel Manager

Wheel manager will take the wheel prefabs from the **RCC_ConfigurableWheels** (***Prefabs/Wheels***). You can simply change the wheel prefabs, delete, or add your own wheels. Be sure your wheel model has proper pivot position and axes, otherwise wheel will be positioned at the wrong location.



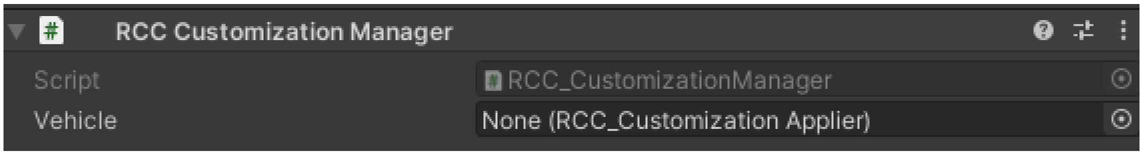
Script	BD_SelectableWheels
Wheels	
Size	7
Element 0	
Wheel	Wheel_1
Price	1500
Element 1	
Wheel	Wheel_2
Price	1500
Element 2	
Wheel	Wheel_3
Price	1500
Element 3	
Wheel	Wheel_4
Price	1500
Element 4	
Wheel	Wheel_5
Price	1500
Element 5	
Wheel	Wheel_6
Price	1500
Element 6	
Wheel	Wheel_7
Price	1500

How To Add & Use Customization

Your customizable vehicles must have "**RCC_CustomizationApplier**" script. This script is managing all systems itself. Add this script to your vehicle and create managers.

Your scene must include "**RCC_CustomizationManager**" script. You can create this manager from **Tools → BCG → RCC → Create → Managers → Add RCC Customization Manager To Scene**.This script is managing customization events between UI and the customizable vehicle.

UI buttons in the customization panel will use this manager script to interact with the customizable vehicle. Working logic of the customization system is like this. **UI → RCC_CustomizationManager → RCC_CustomizationApplier → Corresponding Manager Script**.



Script: RCC_CustomizationManager

Vehicle: None (RCC_Customization Applier)

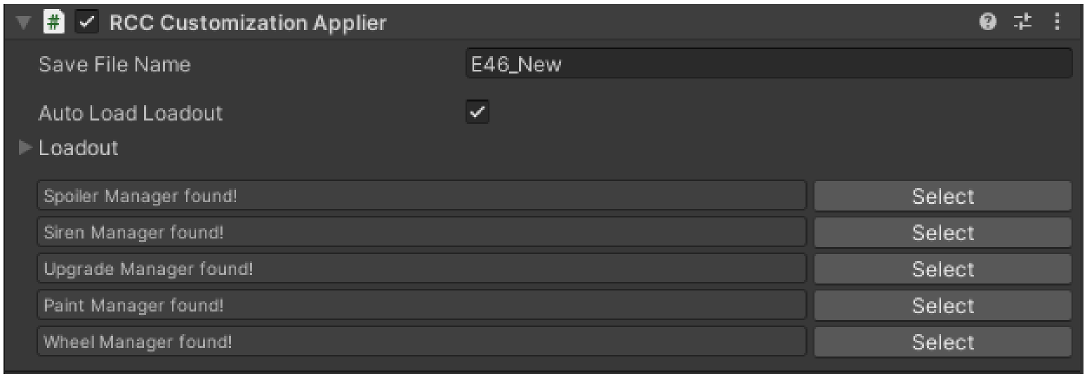
RCC_CustomizationManager has a target vehicle to customize. When you are about to customize a vehicle, you need to assign "**vehicle**" variable of the script. You can access instance of the **RCC_CustomizationManager** script by **RCC_CustomizationManager.Instance**.

For example;

RCC_CustomizationManager.Instance.vehicle = yourVehicle;

Creating New Managers

If your vehicle doesn't include any upgradable system, you can create it by simply clicking the "**Create**" button. All you have to do is, reposition the visual upgradable items.



Save File Name: E46_New

Auto Load Loadout: ☑

Spoiler Manager found!

Siren Manager found!

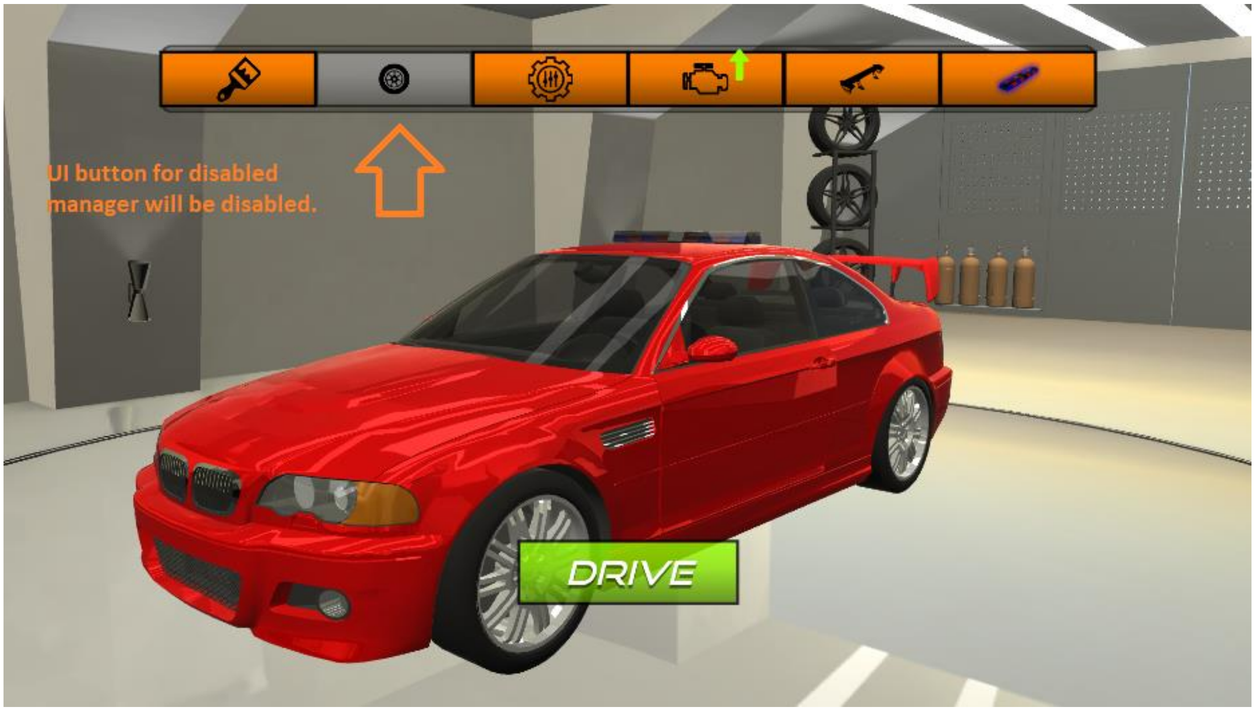
Upgrade Manager found!

Paint Manager found!

Wheel Manager found!

Modular Upgrade Managers

Vehicles may not have the all managers together. For example, your new vehicle may not include sirens, or spoilers. Simply don't create it, UI button at the customization canvas will be disabled for this vehicle.



How The Demo Scene Works

I've used trigger and demo script to demonstrate how the system works in this demo scene. Trigger is calling "**EnableCustomization**" method in the demo script and transports the vehicle to the specific location. Enables and disables RCC Canvas / RCC Customization Canvas, RCC Camera, RCC ShowroomCamera. You may want to check out **RCC_CustomizationDemo** script.

How To Customize with Scripting

You can use public methods in the **RCC_CustomizationManager** script to customize the vehicle. In order to do that, your vehicle must have **RCC_CustomizationApplier**. You can use the methods below for customizing the vehicle;

Be sure “**vehicle**” variable of the **RCC_CustomizationManager** is set to corresponding vehicle on the scene.

```
/// <summary>
/// Paints the vehicle.
/// </summary>
/// <param name="color"></param>
public void Paint(Color color)
```

```
/// <summary>
/// Changes the wheels.
/// </summary>
/// <param name="wheelIndex"></param>
public void ChangeWheels(int wheelIndex)
```

```
/// <summary>
/// Upgrades Speed.
/// </summary>
public void UpgradeSpeed()
```

```
/// <summary>
/// Upgrades Handling.
/// </summary>
public void UpgradeHandling()
```

```
/// <summary>
/// Upgrades Brakes.
/// </summary>
public void UpgradeBrake()
```

```
/// <summary>
/// Changes the spoiler.
/// </summary>
/// <param name="index"></param>
public void Spoiler(int index)
```

```
/// <summary>
/// Changes the siren.
/// </summary>
/// <param name="index"></param>
public void Siren(int index)
```

How To Setup A New Scene From Scratch

To use customization features, your vehicles must have **RCC_CustomizationApplier** script. First, add this script to your vehicles and setup their customization loadouts.

Your scene must include **RCC_CustomizationManager** script. This manager script has a variable for target vehicle. You can use this script to customize your vehicles. All public methods have been explained above.

If you want to use UI for modification, you can create it from **Tools → BCG → RCC → Create → UI → RCC UI Modification Canvas**. All UI buttons will be using methods in the **RCC_CustomizationManager** script. You don't have to use this UI canvas to customize your vehicles. Just using proper methods in the manager script would work fine.

Support

Please include your invoice number while sending me a contact form.

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