

How To Override Inputs of a Vehicle

You can override inputs of any vehicle on your scene by using “**OverrideInput(RCC_Inputs newInputs)**” method in the **RCC_CarControllerV4.cs** script. An example demo scene can be found in the demo scenes folder.

Example;

```
public RCC_CarControllerV4 targetVehicle;  
  
public RCC_Inputs newInputs = new RCC_Inputs();  
  
newInputs.throttleInput = yourThrottleValue;  
newInputs.brakeInput = yourBrakeValue;  
newInputs.steerInput = yourSteerValue;  
newInputs.handbrakeInput = yourHandbrakeValue;  
newInputs.boostInput = yourBoostValue;  
  
targetVehicle.OverrideInputs (newInputs);
```

The method is using a parameter with **RCC_Inputs** class. You can use your own input on any vehicle. You can disable overriding inputs by using “**DisableOverrideInputs()**” method in the **RCC_CarControllerV4.cs** script.

Example;

```
targetVehicle.DisableOverrideInputs ();
```

Warning

When you are overriding inputs, vehicle won't receive any input from the **RCC_InputManager**. You must disable overriding mode after it's done.