Realistic Car Controller V3.1 by BoneCracker Games

RCC_AIBrakeZone

Brake Zones are meant to be used for slowing AI cars. If you have a sharp turn on your scene, you can simply use one of these Brake Zones. It has a target speed. AI will adapt it's speed to this target speed while in this Brake Zone. It's simple.

RCC_AIBrakeZonesContainer

Used for holding a list for brake zones, and drawing gizmos for all of them on Editor.

RCC_AICarController

AI Controller of RCC. It's not professional, but it does the job. Follows all waypoints, or chases the player. Must be attached to root of the vehicle. RCC_CarControllerV3.cs will not receive any inputs from player.

RCC_AIWaypointsContainer

Used for holding a list for waypoints, and drawing gizmos for all of them.

RCC_Camera

Main RCC Camera controller. Includes 7 different camera modes with many customizable settings. It doesn't use different cameras on your scene like *other* assets. Simply it parents the camera to their positions that's all. No need to be Einstein.
Also supports collision detection for this new version (V3.1).

RCC_CameraConfig

Used for setting new camera settings to RCC Camera.

RCC_CarControllerV3

Main vehicle controller that includes Wheels, Steering, Suspensions, Mechanic Configuration, Stability, Lights, Sounds, and Damage. All In One script.

RCC_ChangableWheels

Used for changing wheels (visual only) at runtime. It holds changable wheels as prefab in an array.

RCC_CharacterController

Used for animating Sofie (Credits to 3DMaesen). Simply feeds floats and bools of Sofie's animator.

RCC_Chassis

Will simulate chassis movement based on car rigidbody velocity.

RCC_CinematicCamera

Tracks the car and keeps orientation nicely for cinematic angles. It has a pivot gameobject named " Animation Pivot". This gameobject has 3 animations itself currently.

RCC_CreateAudioSource

Used for creating new audiosources at runtime.
Creates new audiosource with specified settings.

RCC_Customization

Main Customization Class For RCC.

RCC_CustomizerExample

A simple customizer example script used for receiving methods from UI elements and send them to RCC_Customization script. Also updates all UI elements for new spawned cars too.

RCC_DashboardColors

Changes HUD image colors by UI Sliders.

RCC_DashboardInputs

Receiving inputs from active car on your scene, and feeds dashboard needles, texts, images.

RCC_Demo

A simple manager script for all demo scenes. It has an array of spawnable player cars and public methods for spawning new cars, setting new behavior modes, restart, and quit application.

RCC_Exhaust

Exhaust based on Particle System. Based on car controller's throttle situation.

RCC_FixedCamera

Fixed camera system for RCC Camera. It simply parents the RCC Camera, and calculates target position, rotation, FOV, etc...

RCC_FOVForCinematicCamera

Animation attached to "Animation Pivot" of the Cinematic Camera is feeding FOV float value.

RCC_GetBounds

Getting total bound size of a gameobject.

RCC_GroundMaterials

Configurable Ground Materials are collected in an array of class.

RCC_HoodCamera

RCC Camera will be parented to this gameobject when current camera mode is Hood Camera.

RCC_Light

General lighting system for RCC cars. It has all kind of lights such as Headlight, Brake Light, Indicator Light, Reverse Light.

RCC_LightEmission

Feeding material's emission channel for self illumin effect.

RCC_Mirror

It must be attached to external camera. This external camera will be used as mirror.

RCC_MobileButtons

Receiving inputs from UI buttons, and feeds active cars on your scene.

RCC_Settings

Stored all general shared RCC settings here.

RCC_ShadowRotConst

Locks rotation of the shadow projector to avoid stretching.

RCC_Skidmarks

Skidmarks Manager for RCC.

RCC_SuspensionArm

Rotating and moving suspension arms based on wheelcollider suspension distance.

RCC_TruckTrailer

Truck trailer has additional wheelcolliders. This script handles center of mass of the trailer, wheelcolliders, and antiroll.

RCC_UIController

UI input (float) receiver from UI Button.

RCC_UIDashboardButton

UI buttons used in options panel. It has an enum for all kind of buttons.

RCC_UIDashboardDisplay

Handles dashboard elements.

RCC_UISliderTextReader

Receives float from UI Slider, and displays the value as a text.

RCC_UISteeringWheelController

UI Steering Wheel controller.

RCC_WheelCamera

RCC Camera will be parented to this gameobject when current camera mode is Wheel Camera.

RCC_WheelCollider

Based on Unity's WheelCollider. It just modifies few curves, settings in order to get stable and realistic physics.