Realistic Car Controller V3.4 by

BoneCracker Games

API for instantiating, registering new RCC vehicles, and changes at runtime with one line of code. All methods in RCC.cs is explained below;

**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.

**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 KM/H or MP/H.

**RCC.SetAutomaticGear(bool state)**

Sets the automatic gear as manual or automatic.

**RCC.StartStopRecord()**

Starts new record or stops current record.

**RCC.StartStopReplay()**

Starts latest replay or stops current replay.

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

Starts target replay by index or recorded clip.

**RCC.SetBehavior(int behaviorIndex)**

Sets new behavior.

**RCC.SetController(int controllerIndex)**

Sets main controller type.

**RCC.ChangeCamera()**

Changes current camera mode to next mode.

**RCC.Transport()**

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