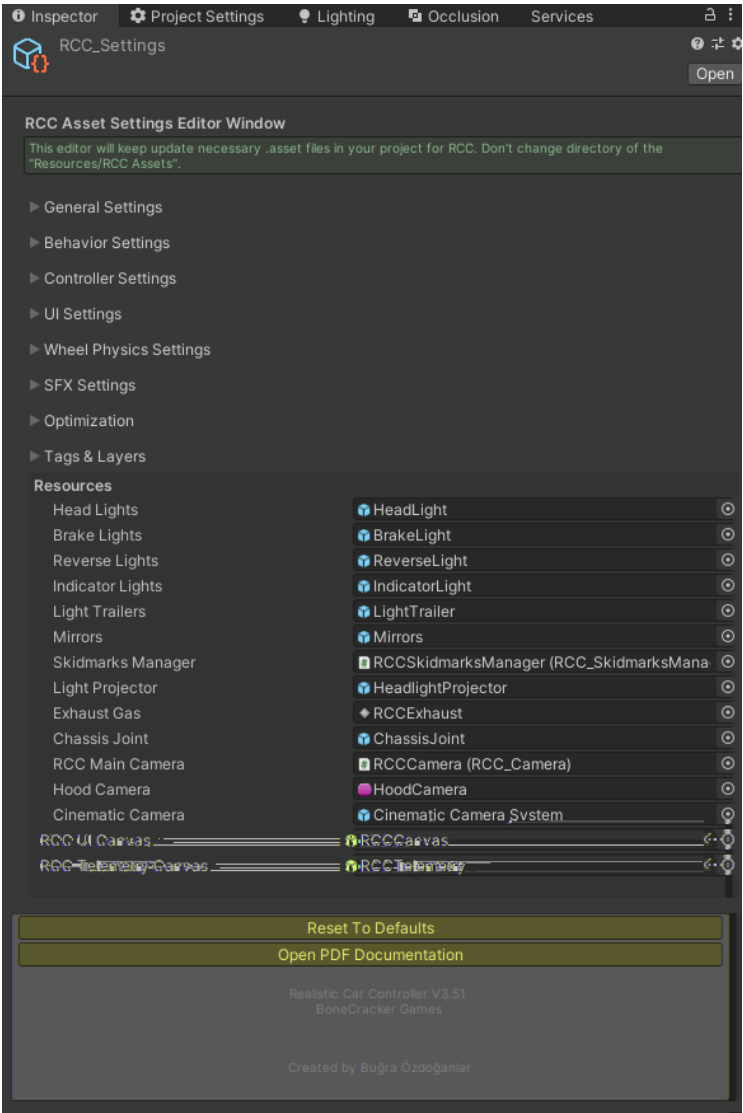


RCC_Settings

Tools → BoneCracker Games → Realistic Car Controller → Edit Settings (Shift + S)



N RCC_Settings.Instance

RCC_Settings.Instance.mobileControllerEnabled = true;

;

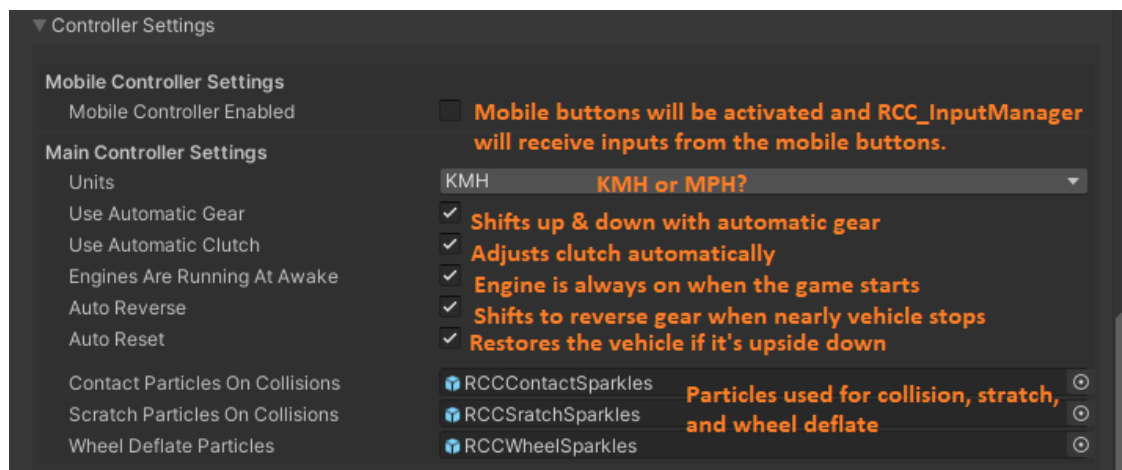
General Settings

Override FixedTimeStep I M;; a " ((, ;
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Override FPS M ; o (a L o (; ;

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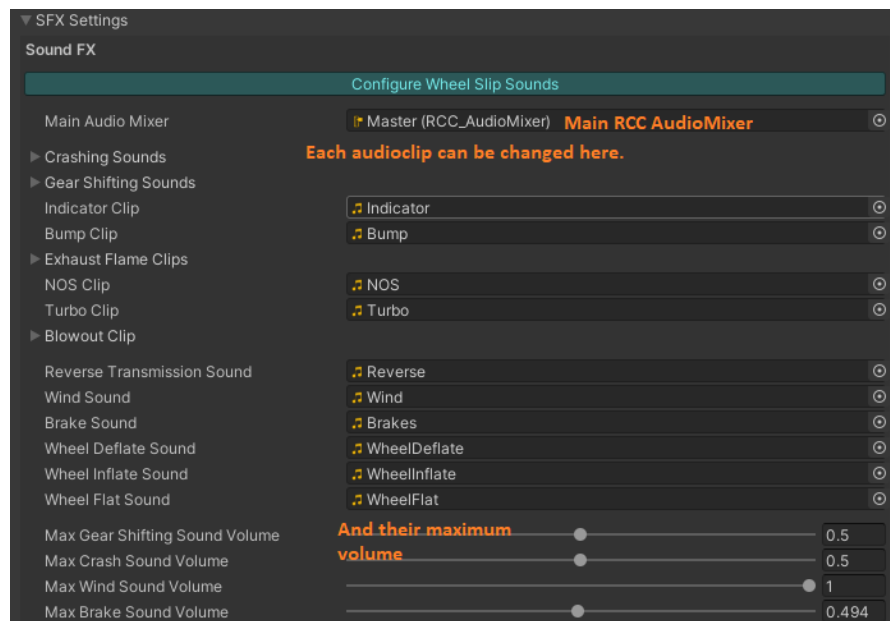
RCC.SetBehavior(int index);

Controller Settings

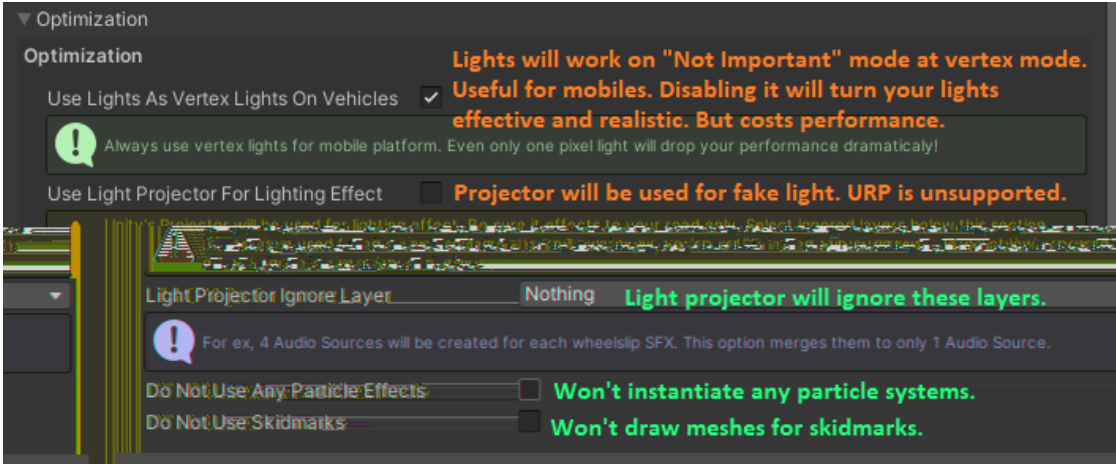


S
o
;
RCC.SetMobileController(RCC_Settings.MobileController mobileController);

SFX Settings

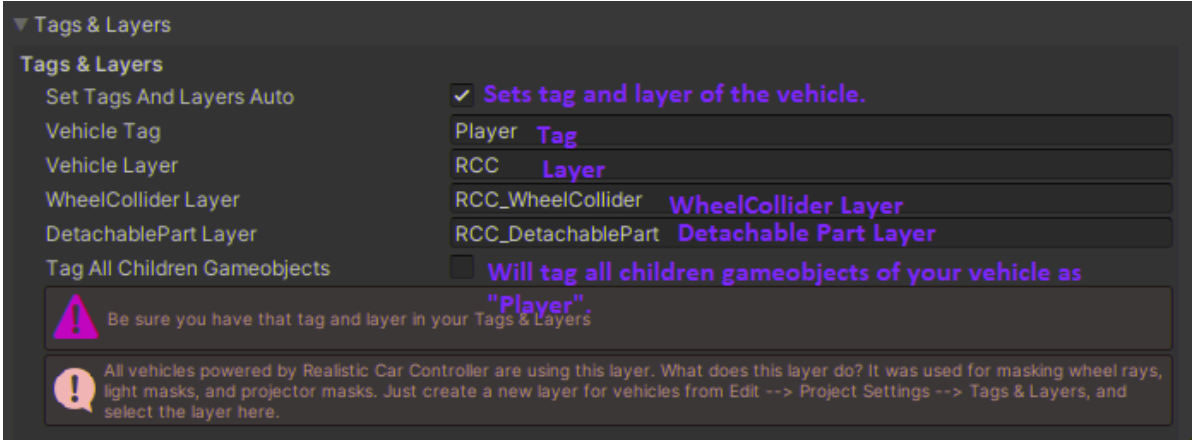


Optimization

































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Tags & Layers



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Resources

Resources		
Head Lights	 HeadLight	
Brake Lights	 BrakeLight	
Reverse Lights	 ReverseLight	
Indicator Lights	 IndicatorLight	
Light Trailers	 LightTrailer	
Mirrors	 Mirrors	
Skidmarks Manager	 RCCSkidmarksManager (RCC_SkidmarksManager)	
Light Projector	 HeadlightProjector	
Exhaust Gas	 RCCExhaust	
Chassis Joint	 ChassisJoint	
RCC Main Camera	 RCCCamera (RCC_Camera)	
Hood Camera	 HoodCamera	
Cinematic Camera	 Cinematic Camera System	
RCC UI Canvas	 RCCCanvas	
RCC Telemetry Canvas	 RCCTelemetry	

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