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_CarControllerV3.cs** script. An example demo scene can be found in the demo scenes folder.

Example;

targetVehicle.OverrideInputs (newInputs);

Method is using a parameter with **RCC_Inputs** class. You can use your own inputs on any vehicle. You can disable overriding inputs by using "**DisableOverrideInputs()**" method in the **RCC_CarControllerV3.cs** script.

Example;

targetVehicle.DisableOverrideInputs ();

Warning

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