

# RCC\_SceneManager

## Public Variables

```
public RCC_CarControllerV3 activePlayerVehicle; // Current active player vehicle.

public RCC_Camera activePlayerCamera; // Current active player camera as RCC Camera.

public RCC_UIDashboardDisplay activePlayerCanvas; // Current active UI canvas.

public Camera activeMainCamera; // Current active main camera.

public bool registerLastSpawnedVehicleAsPlayerVehicle = true; // Registers the lastly spawned
vehicle as player vehicle.

public bool disableUIWhenNoPlayerVehicle = false; // Disables the UI when there is no any
player vehicle.

public bool loadCustomizationAtFirst = false; // Loads the latest customization for the spawned
vehicle.

public bool useRecord = false; // Use record / replay?

public List<RCC_Recorder> allRecorders = new List<RCC_Recorder>(); // All recorders attached to
the vehicles.

public RecordMode recordMode; // Record / replay state.

public List<RCC_CarControllerV3> allVehicles = new List<RCC_CarControllerV3>(); // All vehicles.

public BCG_EnterExitPlayer activePlayerCharacter; // Current active player character controller.

public Terrain[] allTerrains; // All terrains.

public Terrains[] terrains; // All terrains with custom class.

public bool terrainsInitialized = false; // All terrains are initialized yet?
```

## Public Methods

```
public void Record() {} // Starting to record now.

public void Play() {} // Starting to replay now.

public void Stop() {} // Stops the record / replay now.
```

```

public void RegisterPlayer(RCC_CarControllerV3 playerVehicle) {} // Registers the target
vehicle as player vehicle.

public void RegisterPlayer(RCC_CarControllerV3 playerVehicle, bool isControllable) {} //
Registers the target vehicle as player vehicle with canControl state.

public void RegisterPlayer(RCC_CarControllerV3 playerVehicle, bool isControllable, bool engineState)
{} // Registers the target vehicle as player vehicle with canControl and engine state.

public void DeRegisterPlayer() {} // Deregisters the player vehicle.

public void SetBehavior(int behaviorIndex) {} // Sets the new behavior with given index.

public void ChangeCamera() {} // Changes the camera mode to next camera mode.

public void Transport(Vector3 position, Quaternion rotation) {} // Transports the player
vehicle to given location.

public void Transport(RCC_CarControllerV3 vehicle, Vector3 position, Quaternion rotation) {} //
Transports the target vehicle to given location.

```

## Events

```

// Firing an event when main behavior changed.
public delegate void onBehaviorChanged();
public static event onBehaviorChanged OnBehaviorChanged;

// Firing an event when player vehicle changed.
public delegate void onVehicleChanged();
public static event onVehicleChanged OnVehicleChanged;

```