RCC_CarSelectionExample

Public Variables

```
public Transform spawnPosition; // Spawn transform.

public int selectedIndex = 0; // Selected vehicle index. Next and previous buttons are affecting this value.

public RCC_Camera RCCCamera; // Enabling / disabling camera selection script on RCC Camera if choosen.

public string nextScene; // Name of the target scene when we select the vehicle.
```

Public Methods

```
public void NextVehicle() {}
                                //
                                        Switches to next vehicle.
public void PreviousVehicle() {} //
                                        Switches to previous vehicle.
public void SelectVehicle () {}
                                        Selects the current vehicle.
public void SpawnVehicle() {} //
                                        Spawns the latest selected vehicle at spawn point.
public void DeSelectVehicle() {}
                                        //
                                                Deselects the current vehicle and enables car
selection menu.
public void OpenScene() {}
                                //
                                        Opens the target scene.
```