

Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how to use the API.

RCCP script has very useful methods such as spawn, register player, de-register player, set canControl, set mobile controller, change camera, transport vehicle, start and stop records, etc... There is a scene named “[RCC_Scene_Blank_API](#)”. You can open this scene and inspect how to spawn, register, deregister, enable/disable canControl, and enable/disable engine statements at runtime. Using only one line of code will do the rest. All methods of the RCCP have been listed below;

[RCCP.SpawnRCC](#) (RCCP_CarController **vehiclePrefab**, Vector3 **position**, Quaternion **rotation**, bool **registerAsPlayerVehicle**, bool **isControllable**, bool **isEngineRunning**)

Spawns a RCCP vehicle prefab with given position, rotation, sets its controllable, and engine state.

[RCCP.RegisterPlayerVehicle](#) (RCCP_CarController **vehicle**, bool **isControllable**, bool **engineState**)

Registers the target vehicle as player vehicle with controllable and engine state. Has three overrides with parameters.

[RCCP.DeRegisterPlayerVehicle](#) ()

De-Registers the player vehicle. It's no longer a player vehicle.

[RCCP.SetControl](#) (RCCP_CarController **vehicle**, bool **controlState**)

Sets controllable state of the target vehicle.

[RCCP.SetEngine](#) (RCCP_CarController **vehicle**, bool **engineState**)

Sets engine state of the target vehicle.

[RCCP.SetMobileController](#) (RCCP_Settings.MobileController **mobileController**)

Sets mobile controller type.

[RCCP.SetAutomaticGear](#) (RCCP_CarController **vehicle**, bool **state**)

Sets automatic gear as manual or automatic of the target vehicle.

[RCCP.StartStopRecord](#) (RCCP_CarController **vehicle**)

Starts new record or stops current record for target vehicle.

RCCP.StartStopReplay (RCCP_CarController **vehicle**)

Starts latest replay or stops current replay for target vehicle.

RCCP.StartStopReplay (RCCP_CarController **vehicle**, Recordclip)

Starts target replay by recorded clip for target vehicle.

RCCP.StopRecordReplay (RCCP_CarController **vehicle**, Recordclip)

Stops record and replay for target vehicle.

RCCP.SetBehavior (int **behaviorIndex**)

Sets new behavior with index.

RCCP.SetController (int **controllerIndex**)

Sets main controller type with index.

RCCP.ChangeCamera ()

Changes current camera mode to the next mode.

RCCP.Transport (Vector3 **position**, Quaternion **rotation**)

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

RCCP.Transport (RCCP_CarController **vehicle**, Vector3 **position**, Quaternion **rotation**)

Transport the target vehicle to the specified position and rotation while freezing rigidbody velocity.

RCCP.CleanSkidmarks ()

Cleans all skidmarks in the current scene.

RCCP.CleanSkidmarks (int **index**)

Cleans target skidmarks in the current scene.

RCCP.Repair ()

Repairs the active player vehicle.

RCCP.Repair (RCCP_CarController **vehicle**)

Repairs the target vehicle.