Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you to how to integrate Photon PUN2 to RCCP.

Install & Import Photon PUN2 To The Project

First, you'll need to import the latest Photon PUN2 to your project. After that, Photon will ask you to your AppID. Pass in your AppID, and you're good to go.

Import Integration Package

Import the integration package from the **Tools → BCG → RCC Pro → Welcome Window → Addons**. Wait for a few seconds to compile the scripts. There will be two new scenes added to your scenes folder. Photon lobby and photon blank scenes.

Demo Scenes

After importing the integration package, there will be two new scenes added to the "**Scenes**" folder. Lobby and blank scenes. In lobby scene, you can create a new room, list existing rooms, and join a room. Joining / creating rooms will open the blank scene directly. In this scene, every photon vehicle is spawned with instantiate method of Photon, and synronized over the network with "**RCCP_PhotonSync**" script attached to the vehicles.

How The Integration Works

Photon vehicle prefabs and demo vehicle prefabs are not the same. Photon is using resources folder path to spawn network objects. Therefore, demo vehicle prefabs are duplicated. You can access to photon vehicle prefabs from the **Realistic Car Controller Pro → Addons → Installed → Photon PUN 2 → Resources**. Each prefab has "**RCCP_PhotonSync**" script attached. This script syncronizes vehicle inputs over the network. PhotonView component will observe this script automatically. You don't have to do anything else.

- Your photon vehicle prefab must be in a resources folder.
- **RCCP_PhotonSync** script must be attached to the vehicle.
- Be sure **RCCP_SceneManager** on your scene has "**Register Last Vehicle**" option disabled. Otherwise all new players will be counted as player vehicle.

Converting Vehicle Prefabs To Photon Prefabs

Add "RCCP_PhotonSync" script to your vehicle prefab. This script will syncronize vehicle position, rotation, velocity, and vehicle stats over the network. Be sure your photon prefab vehicle is located in the "Resources" folder.

How to Spawn Photon Vehicle Prefabs

You must use the instantiate method of Photon to spawn your photon vehicle prefab. Example;

```
PhotonNetwork.Instantiate(yourPhotonVehiclePrefab.name, spawnPosition,
spawnRotation, 0);
```

This will instantiate your photon vehicle prefab over the network.