

Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how to use the [RCCP_Customization](#).

You can customize your vehicles by just calling a single method. All methods in the [RCCP_Customization](#) are explained below.

How The Customization Panel Works

There is an example script called “[RCCP_CustomizerExample.cs](#)” which uses all static methods in the [RCCP_Customization.cs](#). Script is attached to [RCCP_Canvas](#). UI buttons in customization panel sends methods to this example script. And this example script uses static methods in the [RCCP_Customization.cs](#) for making changes. Let me explain it with simple examples;

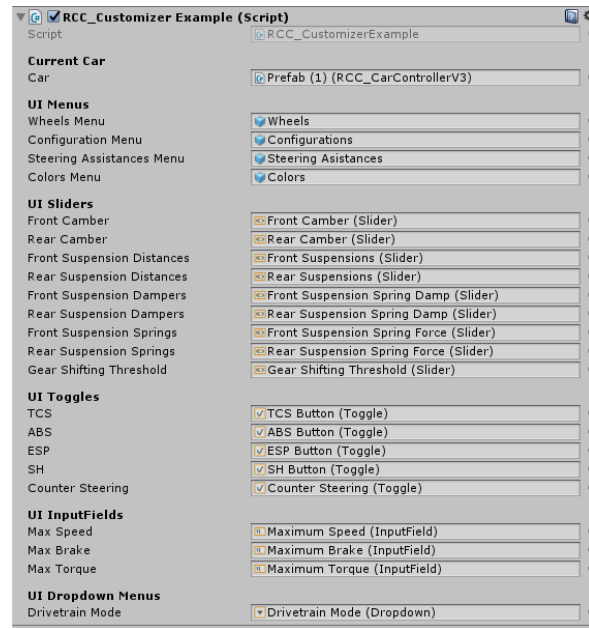
We want to change front suspension distance of our vehicle. So, we have to call;

```
RCCP\_Customization.SetFrontSuspensionsDistances (targetRCCP, targetValue);
```

We want to repair our car. So, we have to call;

```
RCCP\_Customization.RepairCar (targetRCCP);
```

And goes on... Simply take a look at all methods in [RCCP_CustomizerExample.cs](#) script, you will see how this example script is customizing the player vehicle by using [RCCP_Customization.cs](#) script.



This example script handles all UI menus, buttons, sliders, toggles, inputfields, and dropdown menus of the customization panel. It just receives inputs from UI, and fires necessary actions.

Methods in the RCCP_Customization

SetCustomizationMode

SetSmokeColor

SetHeadlightsColor

SetFrontCamber

SetRearCamber

ChangeWheels

SetFrontSuspensionsTargetPos

SetRearSuspensionsTargetPos

SetAllSuspensionsTargetPos

SetFrontSuspensionsDistances

SetRearSuspensionsDistances

SetGearShiftingThreshold

SetClutchThreshold

SetCounterSteering

SetSteeringLimit

SetNOS

SetRevLimiter

SetFrontSuspensionsSpringForce

SetRearSuspensionsSpringForce

SetFrontSuspensionsSpringDamper

SetRearSuspensionsSpringDamper

SetMaximumTorque

SetMaximumBrake

Repair

SetESP

SetABS

SetTCS

SetSH

SetSHStrength

SetTransmission

SaveStats

LoadStats

ResetStats