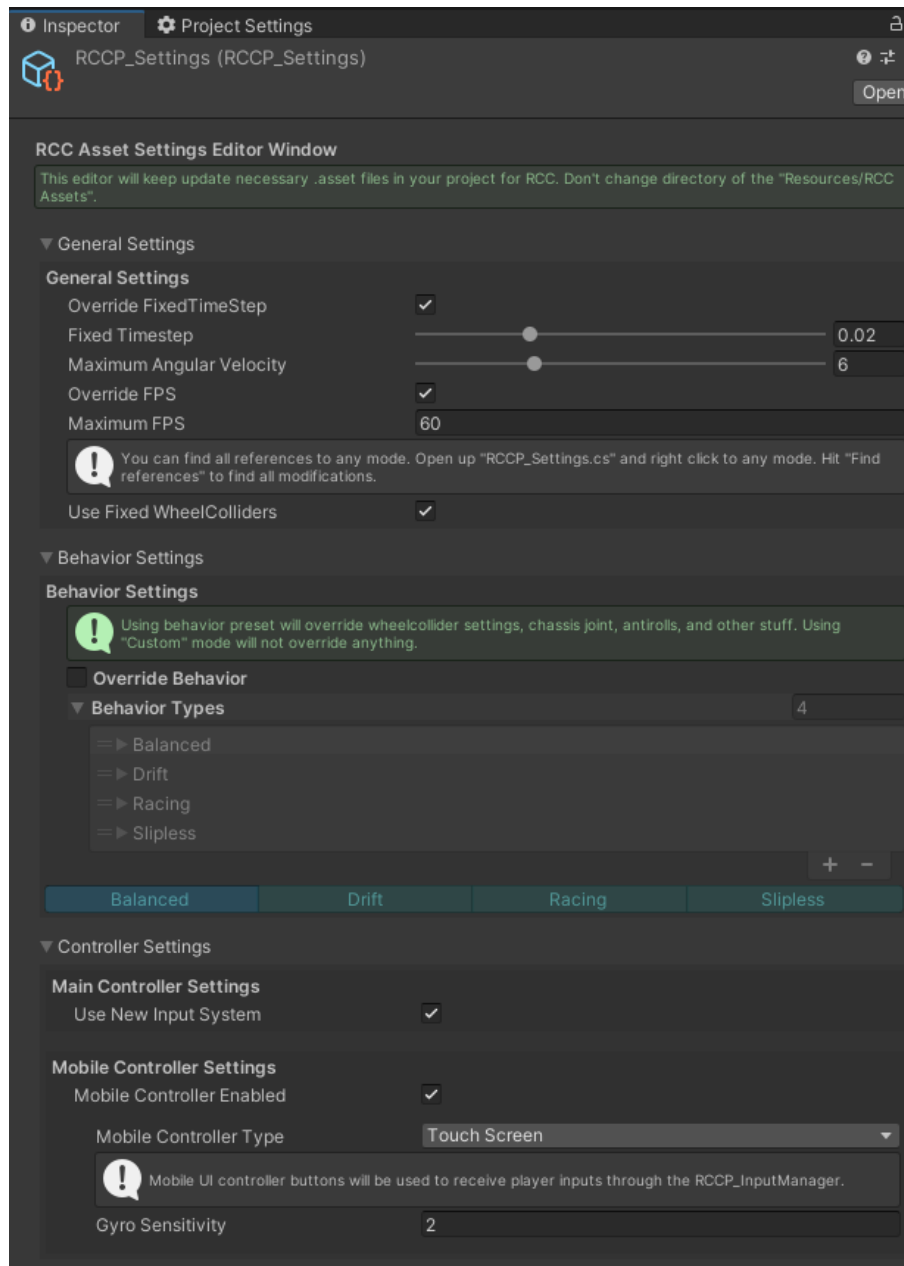# Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on definition of the **RCCP_Settings**.

All vehicles are sharing global settings via **RCCP_Settings**. You can access to the **RCCP_Settings** from **Tools → BCG → RCC Pro → Edit Settings**.

▼ UI Settings

UI Dashboard Settings
Use Telemetry ☐
Use Input Debugger ☑

▼ Wheel Physics Settings

Ground Physic Materials

Ground Physic Materials 0	⬥RCCP_AsphaltPhysics	⊙
Ground Physic Materials 1	⬥RCCP_GrassPhysics	⊙
Ground Physic Materials 2	⬥RCCP_SandPhysics	⊙

Configure Ground Physic Materials

▼ Tags & Layers

Tags & Layers
Set Layers Auto ☑
Vehicle Layer   RCCP_Vehicle
WheelCollider Layer   RCCP_WheelCollider
DetachablePart Layer   RCCP_DetachablePart

⚠ Be sure you have that tag and layer in your Tags & Layers

ⓘ All vehicles powered by Realistic Car Controller are using this layer. What does this layer do? It was used for masking wheel rays, light masks, and projector masks. Just create a new layer for vehicles from Edit --> Project Settings --> Tags & Layers, and select the layer here.

▼ Resources

Resources
Head Lights Low	⬥RCCP_Light_Headlight_Low	⊙
Head Lights High	⬥RCCP_Light_Headlight_High	⊙
Brake Lights	⬥RCCP_Light_Brakelight	⊙
Tail Lights	⬥RCCP_Light_Taillight	⊙
Reverse Lights	⬥RCCP_Light_Reverselight	⊙
Indicator Lights Left	⬥RCCP_Light_Indicator_L	⊙
Indicator Lights Right	⬥RCCP_Light_Indicator_R	⊙
Light Box	⬢RCCP_Lightbox	⊙
Skidmarks Manager	▣RCCP_SkidmarksManager (RCCP_Skidmarks Manage	⊙
Exhaust Gas	⬥RCCP_Exhaust	⊙
RCCP Main Camera	▣RCCP_Camera (RCCP_Camera)	⊙
RCCP Hood Camera	⬤RCCP_HoodCamera	⊙
RCCP Cinematic Camera	⬢RCCP_CinematicCamera	⊙
RCCP Wheel Camera	⬤RCCP_WheelCamera	⊙
RCCP Fixed Camera	⬢RCCP_FixedCamera	⊙

These settings are global settings and shared by all RCCP vehicles in your project. All variables have the toolbar info when you hover your mouse cursor on them. Also, **RCC_Settings** has resources to be used for initial vehicle setups. I wouldn't recommend changing resources of the **RCCP_Settings** if you don't know what you're doing.

Please hover your mouse cursor on the variables to read info about them. I didn't want to type them one by one here, so you don't have to open the documentations every time.

Accessing to the RCCP_Settings

You can access to instance of the **RCCP_Settings** at runtime. For example;

RCCP_Settings.Instance…