# Spawning New Vehicles With Code

You don’t have to use ~~GameObject.Instantiate()~~ for spawning new vehicles. You can spawn new vehicles by just one line of code using **RCC.cs** class. You can take a look at API documentation named “**Realistic Car Controller V3.5 API**” for all methods in **RCC.cs**. These methods are only used for spawning, registering, de-registering, setting controllable, and setting engine state of the vehicle. **RCC.cs** has many static methods.

# Spawning New Vehicles With Given Position, Rotation, Sets It’s Controllable, And Engine State

You can spawn new vehicles by;

**RCC.SpawnRCC**(RCC\_CarControllerV3 **vehiclePrefab**, Vector3 **spawnPosition**, Quaternion **spawnRotation**, bool **registerAsPlayerVehicle**, bool **isControllable**, bool **isEngineRunning**

);

As you can see, you can spawn your vehicle with given configuration by only one line of code just like above.

# Registering Vehicle As Player Vehicle

You can register the vehicle as player vehicle by;

**RCC.RegisterPlayerVehicle**(RCC\_CarControllerV3 **vehicle**);

At this moment, registered vehicle will be active player vehicle.

# De-Registering Player Vehicle

You can de-register the player vehicle by;

**RCC.DeRegisterPlayerVehicle** ();

At this moment, registered vehicle will not be active player vehicle anymore. Player won’t be able to control any vehicles.

# Setting Controllable State Of The Vehicle

You can set controllable state of the vehicle by;

**RCC.SetControl**(RCC\_CarControllerV3 **vehicle**, bool **controlState**)

# Setting Engine State Of The Vehicle

You can set engine state of the vehicle by;

**RCC.SetEngine**(RCC\_CarControllerV3 **vehicle**, bool **engineState**)