

# Realistic Car Controller Pro

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

## Install & Import ProFlares to The Project

First, you'll need to import the latest ProFlares to your project. After that, you can import the integration package.

## 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.

## How the Integration Works

Drag and drop any flare you want to use for the light. Attach [RCCP\\_ProFlareAdjuster](#) script to your light gameobject (where **RCCP\_Light** is attached). Flare intensity and scale will be adjusted by the script.

- Attach [RCCP\\_ProFlareAdjuster](#) to the light (where **RCCP\_Light** is attached), not the flare.
- Be sure your camera has proper configuration for the ProFlares.
- Be sure your flare atlas is using same atlas in the camera config.