

Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on installation process of the Realistic Car Controller Pro.

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Welcome Window

Please select all assets in the importer window and click import. Welcome window will appear when the import is done. You can always open this window from **Tools → BCG → RCC Pro → Welcome Window**. If window is not appearing, this means you've installed RCCP before.

Installation

Importer will ask you to install dependencies, which includes the new input system. Please choose yes to install dependencies, otherwise project won't compile. Importing the project will do all steps below automatically with the editor scripts. But it may fail to do them for some reason. In case of this issue, you can do the below steps one by one manually.

Layers

RCCP is using these layers.

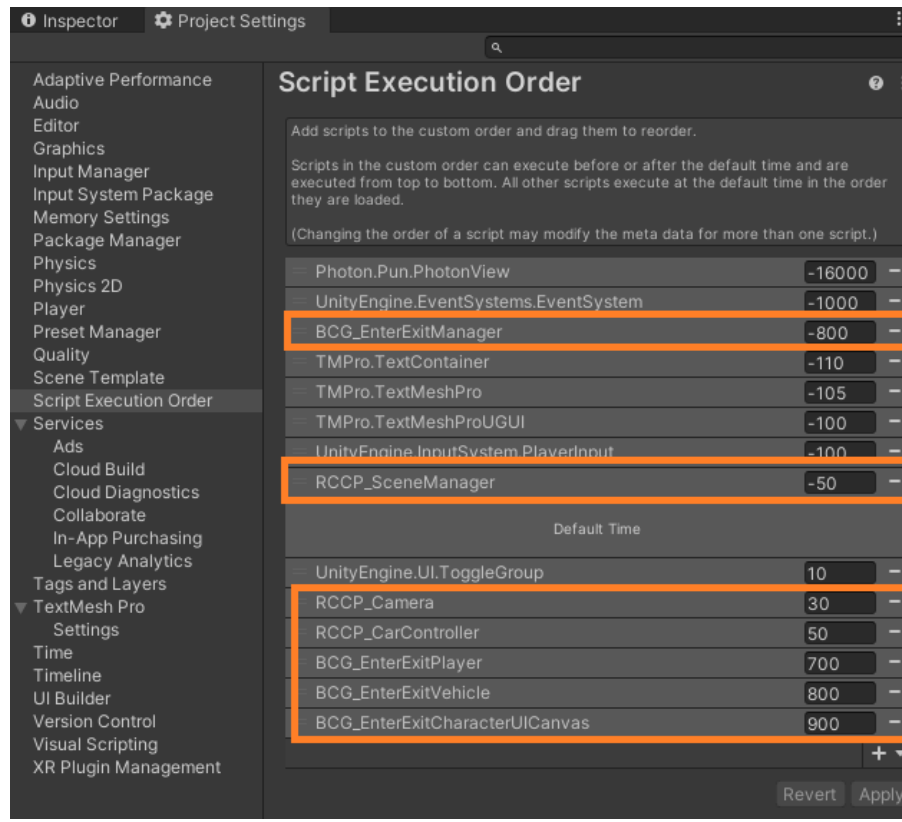
- **RCCP_Vehicle** (Used on vehicles)
- **RCCP_WheelCollider** (Used on wheelcolliders)
- **RCCP_DetachablePart** (Used on detachable parts of the vehicle)
- **RCCP_Prop** (Used on destructible probs in the city demo scene, not necessary)
- **RCCP_Crasher** (Used on machines in the damage scene, not necessary)

These layers must be added to your **Tags & Layers** (**Edit → Project Settings → Tags & Layers**). **RCCP_Settings** is using these layers as well. Be sure to check these layers in the **RCCP_Settings** too. They must be selected in the **RCCP_Settings**. You can access the **RCCP_Settings** from the **Tools → BCG → RCC Pro → Edit Settings**. **RCCP_Settings** have been explained in the separate documentation.

Importing the project won't overwrite your existing project settings. All settings will be the same as before.

Script Execution Order

RCCP is using **Script Execution Order** for avoid unexpected event conflicts. This should be imported successfully when RCCP installed and doesn't require any action. Just make sure you have this order. You can check it in **Edit → Project Settings → Script Execution Order**.



Scripting Symbols

These scripting symbols must be added to your project settings ([Edit → Project Settings → Player Settings → Other Settings](#)).

- **BCG_RCCP** (Indicating RCCP is installed)
- **BCG_ENTEREXIT** (Indicating BCG Shared Assets is installed)
- **RCCP_PHOTON** (Indicating Photon integration is installed)
- **BCG_URP** (Indicating URP is installed)

Demo Content

All demo content will be imported automatically. If you don't want to use the demo content and remove them from the project, simply open the **Welcome Window** of the Realistic Car Controller Pro and click "**Delete Demo Content**" button. You can't undo this operation. This will delete these contents in the project below (All of these assets are related to city, vehicles, and environment);

- **Models**
- **Prefabs**
- **Scenes**
- **Textures**

Update

Always backup your project before updating any asset or Unity Editor. Keep your own assets outside of the Realistic Car Controller Pro folder. Delete the entire folder and import the updated version. For minor updates, you can update your RCCP without deleting the main folder. For major updates, you'll need to delete the main folder and import the latest version.

Console Messages

You can have some warning messages about the model colliders. However, you'll get these warnings once, you can safely ignore them. But you shouldn't get any error messages after the installation. If you do, delete the RCCP project and reimport again. You may get yellow warning messages about the poly count belonging to some colliders. You can ignore them, because Unity is already reducing their poly counts. Messages will appear only once after the installation. After that, you can use the RCCP in your project. Open any demo scene you want and take a ride!

Getting Errors About Photon / BCG Shared Assets

If you have imported photon integration or BCG Shared Assets to your project, and deleted them, you'll get errors. Because old scripting symbol for the integration package is still valid in your player settings. Go to **Project Settings → Player Settings → Scripting Symbols**. And delete the **BCG_ENTEREXIT**, or **RCCP_PHOTON** keys.