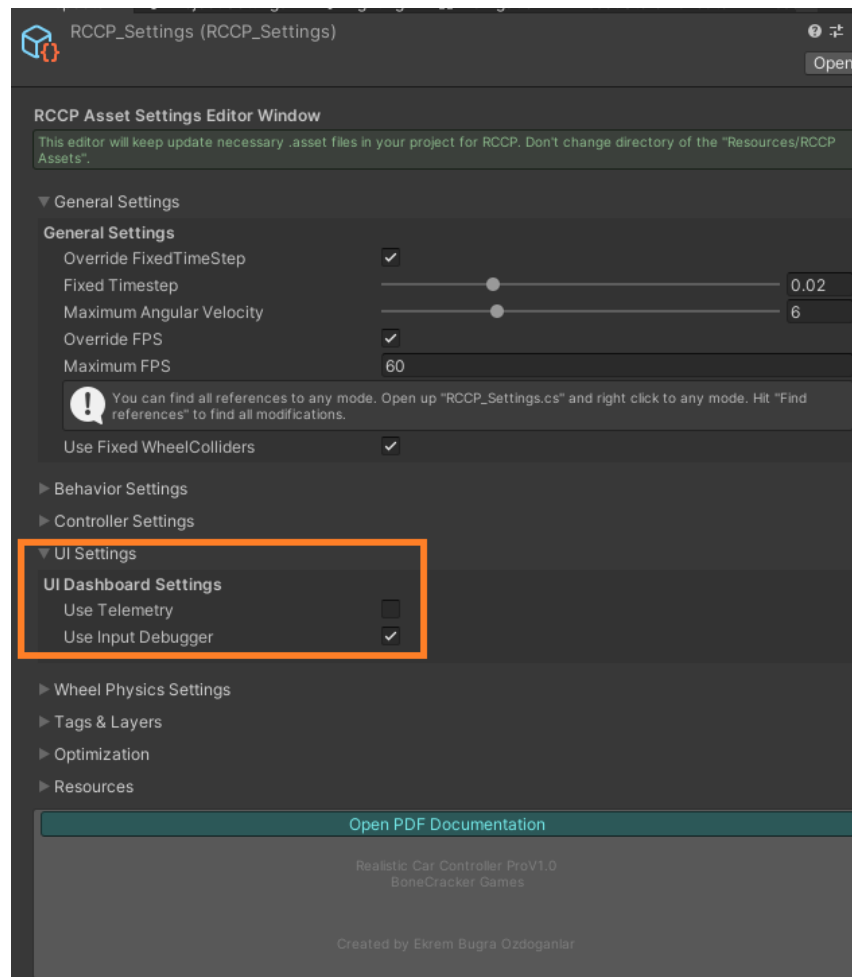# Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how the telemetry and input messages works.

Enabling / Disabling Telemetry

Telemetry can be toggled on or off from the **RCCP Settings** (**Tools → BCG → RCCP → Edit Settings**). When you enabled the telemetry, **RCCP_SceneManager** will instantiate the telemetry in your scene. **RCCP_Telemetry** script attached to the telemetry canvas will read specific values of the player vehicle. Use it for test only.

Enabling / Disabling Input Messages

Input messages can be toggled on or off from the **RCCP Settings** (**Tools → BCG → RCCP → Edit Settings**). Use it for test only.

Common Mistakes

- Don't drag and drop the **RCCP_Telemetry** prefab to your scene. If your option in **RCCP Settings** is disabled, telemetry will disable itself. Only enable it in **RCCP Settings**.

- Don't leave telemetry and input messages on while releasing your game.