

# Realistic Car Controller Pro

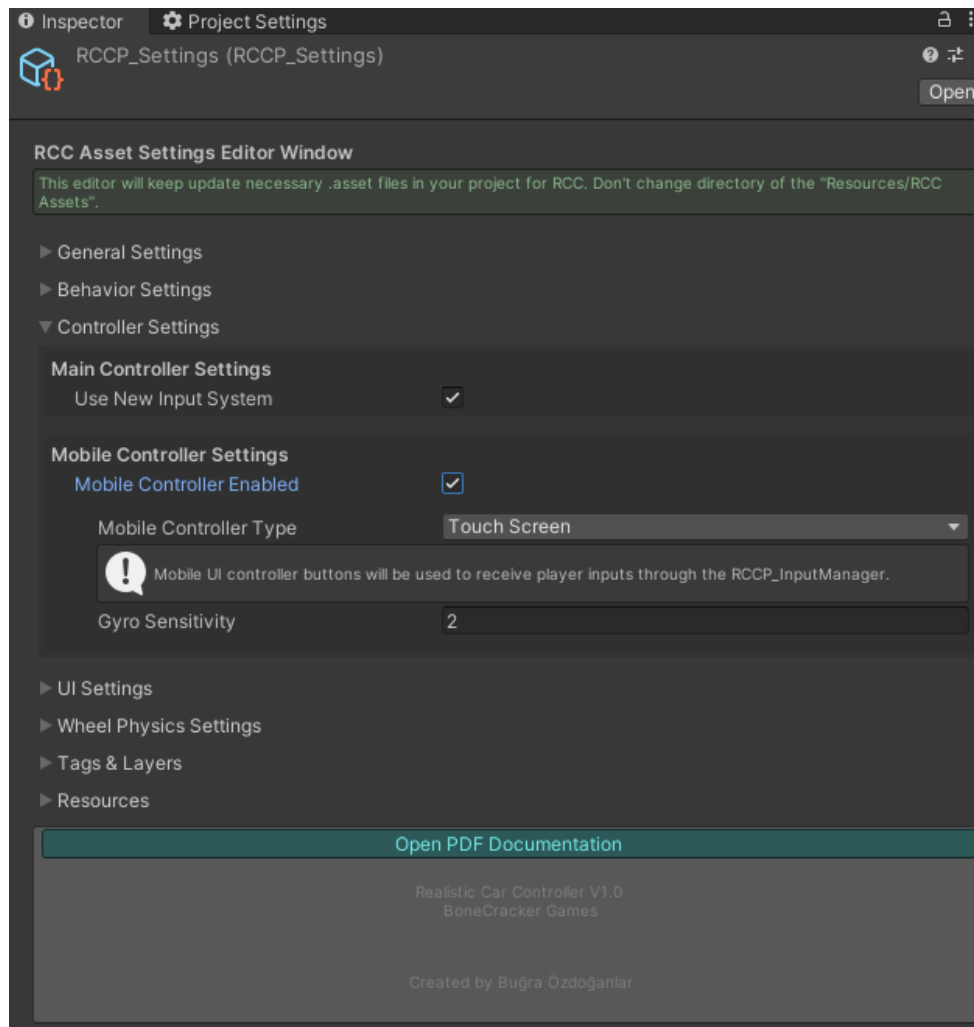
Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how the mobile controllers works.

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## Enabling / Disabling Mobile Controllers

Realistic Car Controller Pro supports mobile controllers. Mobile controllers must be enabled in the [RCCP\\_Settings](#) if you want to use them. Editor will inform you about enabling or disabling it if your target platform is mobile. You can access the [RCCP\\_Settings](#) from the [Tools → BCG → RCC Pro → Edit Settings](#). There will be an option named “[Mobile Controller Enabled](#)”. Enable this option for mobile controllers. This will enable the mobile controller buttons and [RCCP\\_InputManager](#) will read these inputs.



## Inputs of the Mobile Controller

Inputs of the mobile buttons are not managed by the [RCCP\\_InputManager](#) directly. [RCCP\\_MobileInputs](#) attached to the [RCCP\\_Canvas](#) is receiving all inputs from the UI buttons and let [RCCP\\_InputManager](#) to reads them. And [RCCP\\_Input](#) attached to the vehicle receives the inputs from the [RCCP\\_InputManager](#).

You can edit and customize each UI button. They have been selected in the [RCCP\\_MobileInputs](#). Each button has [RCC\\_UIController](#) script attached to it. Each button has sensitivity and gravity values, which can be changed.

**Note:** Please pay attention to the anchors. If you try to change position of the UI button, be careful about the anchors too. Otherwise, buttons will appear at different positions on different aspect ratios and resolutions.

## Mobile Controller Types

Mobile controllers have four different options. One for casual touch screen buttons. Second is tilt / gyro controller (left and right buttons will be disappeared and brake pedal will be enabled), third is steering wheel controller (left and right buttons will be disappeared and steering wheel will be enabled), and the fourth is joystick (left and right buttons will be disappeared and joystick will be enabled). You can switch the mobile controller types in the [RCCP\\_Settings](#).

**Note:** Changing mobile controller type at runtime has been explained in the API document.

## Editing & Customizing UI Elements

Scripts don't instantiate any buttons at runtime. You can customize each button on your UI canvas directly. Steering wheel and joystick have unique scripts attached to them. You can edit the settings of the steering wheel or joystick by simply selecting them.

## Common Mistakes

- My vehicle won't receive any inputs.
- Be sure the vehicle has [RCCP\\_Input](#) component attached to it.

- UI buttons are not working.
  - Be sure [RCCP\\_MobileInputs](#) attached to your [RCCP\\_Canvas](#) has correct buttons selected.
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- I can't see mobile buttons.
  - Be sure to enable mobile controllers in the [RCCP\\_Settings](#).