

Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on using decals and neon on your vehicle ([RCCP_Customizer](#) component attached to the vehicle).

Content

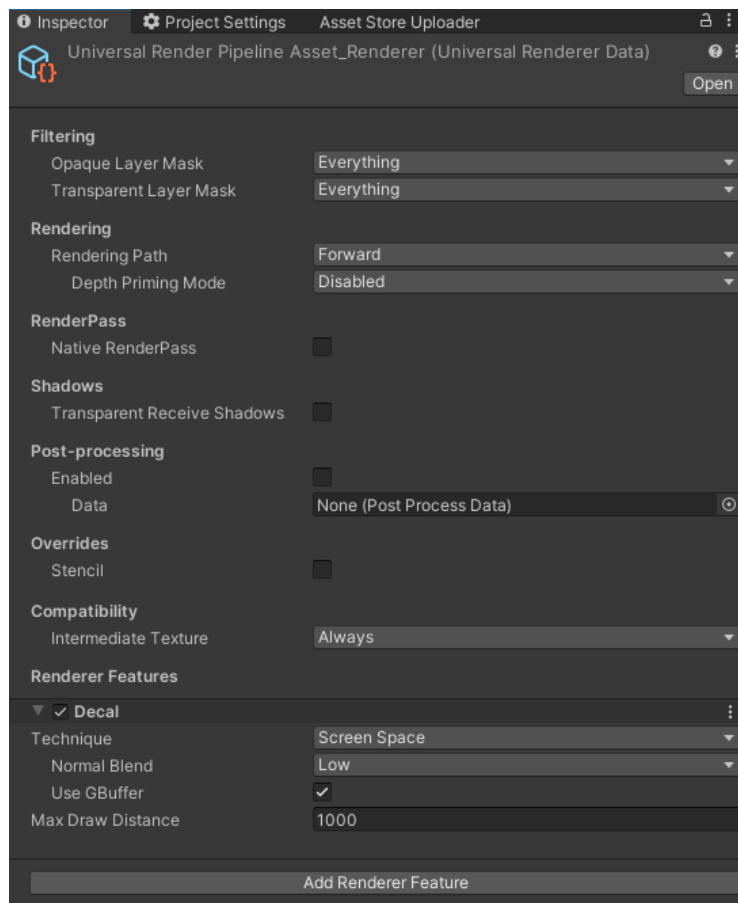
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Universal Render Pipeline (URP)

Shaders of decal and neon support URP only. They won't work with built-in shaders. If you want to use decal and neon features, you'll need to install Universal RP to your project. There is a documentation named "[RCC Pro - Universal RP \(URP\)](#)", please follow the instructions to install the latest Universal RP to your project.

Warning: You may have issues if you decide to install back Built-in RP. Please backup your project before installing the Universal RP.

Once you install the Universal Render Pipeline, you'll be able to use decals and neon with RCCP. All you need to do is, adding "**Decal**" to your URP asset. To do that, select the URP asset in your project, and click "**Add Render Feature**". Click "**Decal**" to add it. Be sure technique is "**Screen Space**".



Decals and Neon are using Unity's Decal Projector System

All demo vehicles have decals and neon installed by default. You'll be able to use them now. If you are still not able to see or use them, check the decals and neon attached to the vehicle. Decals and neon are using “[Decal Projector](#)” component. [RCCP_Customizer](#) is only changing target material of this decal projector, that's it.

Custom Shaders

Decals are using a custom shader instead of the default one. It'll be imported automatically by RCCP during the installation of URP. If you believe that your project is missing this custom decal shader, you can import it manually from Addons/Installers/RCCP_URPShaders.unityPackage.