

# Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how to spawn, register, deregister vehicles at runtime.

As you well know, every scene will have **RCCP\_SceneManager** automatically.

**RCCP\_SceneManager** contains current player vehicle, current player camera, current player UI, and other vehicles as well. Instead of finding current car controller, or camera on scene, **RCCP\_SceneManager** will find it and manage it only. All other scripts depending on player vehicle will take reference of the **RCCP\_SceneManager**.

**RCCP\_SceneManager** has a few useful methods. These methods can be used to register a spawned vehicle, taking control of it (or not), deregister a player vehicle, change camera and change behavior. These methods have been used by the **RCCP** script. You can use just one line of code to spawn, register, control your vehicles, and do many things.

Open the **RCCP** script located in the “**Scripts**” folder. Once you open the script, you can inspect and use any methods here in your own scripts. All of them have been commented. Also, all methods are listed in the documentation named “**RCC Pro - API**”.

Here are few examples;

## **Spawning A RCC Vehicle Prefab**

```
RCCP.SpawnRCC(vehiclePrefab(RCCP_CarController), spawnPosition(Vector3),  
spawnRotation(Vector3),, registerAsPlayerVehicle(bool), isControllable(bool),  
isEngineRunning(bool));
```

You can spawn your vehicle prefab at anywhere, anytime with this code. You can set is this spawned vehicle is a player vehicle, is controllable, is engine running as well.

### **Registering A Vehicle on The Scene as Player Vehicle**

```
RCCP.RegisterPlayerVehicle(vehicle);
```

This will register the target vehicle as player vehicle.

### **De-Registering a Vehicle on The Scene**

```
RCCP.DeRegisterPlayerVehicle(vehicle);
```

This will de-register the target vehicle. It's no longer a controllable vehicle by the player now.

### **Set CanControl State of The Vehicle**

```
RCCP.SetControl(vehicle, true/false);
```

This will enable/disable can control bool of the target vehicle.

These are only examples of the commonly used methods. All methods of RCCP have been explained in the stated documentation named "[RCC Pro - API](#)".