Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how to use the recorder.

Record / Replay

Complete physics and input-based record / replay system. Player vehicle and all active AI vehicles can be recorded / replayed. All you must do is press "**R**" for start recording, and "**P**" for start replay. These buttons can be changed in the **RCCP_InputActions**.

RCCP_Recorder is a modular component and attachable to the vehicle. To attach it to the vehicle, simply select your vehicle, go to other addons, and click recorder component. This will add recorder component to the vehicle. You can enable or disable it.

How the Record / Replay Works

RCCP_Recorder will take position, rotation, velocity, and inputs of the vehicle and saves them in the lists. These lists will be used for replays. While replaying, inputs of the vehicle will be overridden with the recorded inputs. Only the vehicles with the **RCCP_Recorder** component can use record / replay feature.

API

You can use RCCP's API for start record / replay at runtime. For example;

RCCP.**StartStopRecord**(**RCCP_CarController vehicle**);

RCCP.**StartStopReplay** (**RCCP_CarController vehicle**);

RCCP.**StartStopReplay** (**RCCP_CarController vehicle, RCCP_Recorder.Recorded recordedClip**);

RCCP.**StopRecordReplay** (**RCCP_CarController vehicle**);

All records are stored in the **RCCP_Records**. You can access it from **Tools → BCG → RCC Pro → Configure Recorded Clips**.