Realistic Car Controller V3.2 by BoneCracker Games

API for instantiating, registering new RCC vehicles, and changes at runtime with one line of code.

RCC. SpawnRCC (RCC_CarControllerV3 vehiclePrefab, Vector3 position, Quaternion rotation, bool registerAsPlayerVehicle, bool isControllable, bool isEngineRunning)

Spawns a RCC vehicle prefab with given position, rotation, sets its controllable, and engine state.

RCC.RegisterPlayerVehicle(RCC_CarControllerV3 vehicle, bool isControllable, bool engineState)

Registers the target vehicle as player vehicle.

RCC.DeRegisterPlayerVehicle()

De-Registers the player vehicle.

RCC.SetControl(RCC_CarControllerV3 vehicle, bool controlState)

Sets controllable state of the vehicle.

RCC.SetEngine(RCC_CarControllerV3 vehicle, bool engineState)

Sets engine state of the vehicle.

RCC.SetMobileController(RCC_Settings.MobileController mobileController)

Sets the mobile controller type.

RCC.SetUnits()

Sets the units.

RCC.SetAutomaticGear(bool state)

Sets the automatic gear.