Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how to override inputs of the vehicle.

You can override and feed any specific vehicle on your scene with your own inputs. There is a new method named "**OverrideInputs(RCC_Inputs newInputs)**" in the **RCCP_Input** (attached to the vehicle as an addon component) script. You can use this method to take control of any specific vehicle with your own inputs.

How To Override Inputs Of A Vehicle

All you have to use "**OverrideInputs(RCCP_Inputs newInputs)**" method in the **RCCP_Input** (attached to the vehicle as an addon component) script attached to the vehicle.

Example;

```
public RCCP_Inputs newInputs;

    void Update() {

        RCCP_SceneManager.Instance.activePlayerVehicle.Inputs.OverrideInputs(newInputs);

    }
```

I've declared a new variable named "**newInputs**", and I'm editing inputs directly in my inspector panel. And then I'm overriding inputs of the player vehicle with my own custom inputs. You can override any specific vehicle on your scene. I've used player vehicle in this example.

Enabling / Disabling "overrideInternalInputs" bool of the RCCP_Input

If you don't enable "**overrideInternalInputs**", vehicle inputs won't be overriden by given inputs. You'll need to enable this bool to override inputs. This bool will be enabled when you use "**OverrideInputs**" method. And this bool can be disabled by "**DisableOverrideInputs**" method as well.