Realistic Car Controller Pro

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

Install & Import ProFlares to The Project

First, you'll need to import the latest ProFlares to your project. After that, you're good to go.

Import Integration Package

Import the integration package from the **Tools → BCG → RCC Pro → Welcome Window → Addons**. Wait for a few seconds to compile the scripts.

How the Integration Works

Drag and drop any flare you want to use for the light. Attach **RCCP_ProFlareAdjuster** script to your light gameobject (where **RCCP_Light** is attached). Flare intensity and scale will be adjusted by the script.

- Attach **RCCP_ProFlareAdjuster** to the light (where **RCCP_Light** is attached), not the flare.
- Be sure your camera has proper configuration for the ProFlares.
- Be sure your flare atlas is using same atlas in the camera config.