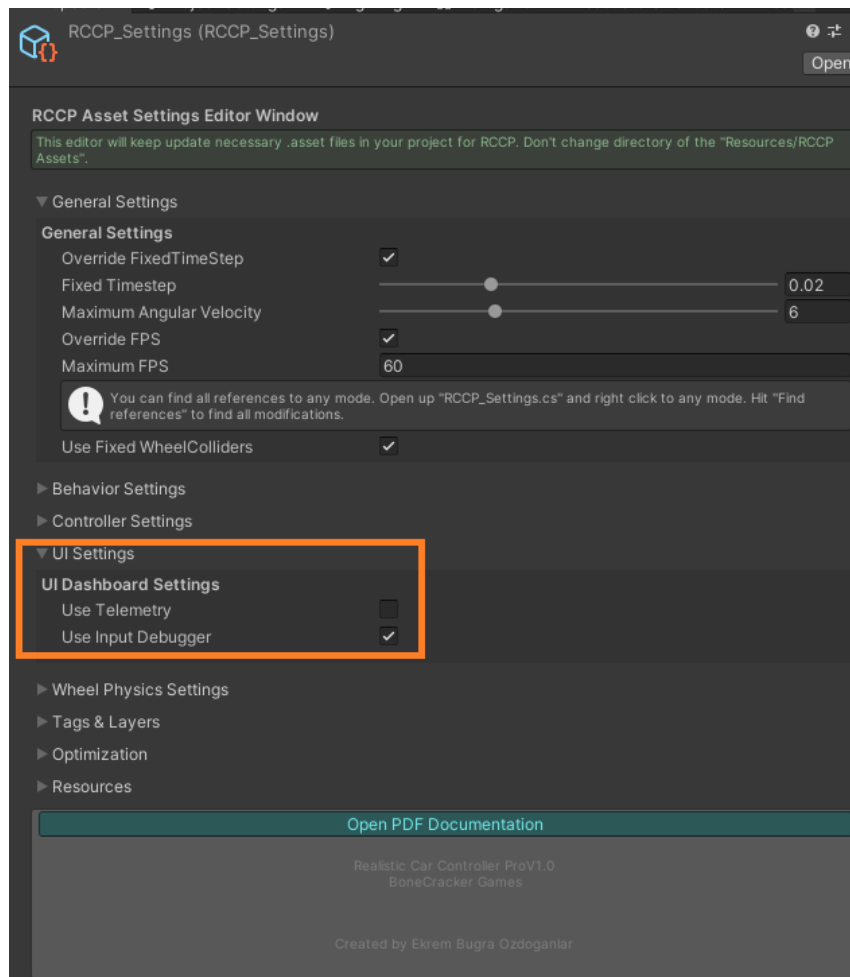


# Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how the telemetry and input messages works.

## Enabling / Disabling Telemetry

Telemetry can be toggled on or off from the [RCCP Settings](#) ([Tools](#) → [BCG](#) → [RCCP](#) → [Edit Settings](#)). When you enabled the telemetry, [RCCP\\_SceneManager](#) will instantiate the telemetry in your scene. [RCCP\\_Telemetry](#) script attached to the telemetry canvas will read specific values of the player vehicle. Use it for test only.





## Enabling / Disabling Input Messages

Input messages can be toggled on or off from the [RCCP Settings](#) ([Tools](#) → [BCG](#) → [RCCP](#) → [Edit Settings](#)). Use it for test only.



## Common Mistakes

- Don't drag and drop the **RCCP\_Telemetry** prefab to your scene. If your option in **RCCP Settings** is disabled, telemetry will disable itself. Only enable it in **RCCP Settings**.
- Don't leave telemetry and input messages on while releasing your game.