# Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you to definition of the RCCP_SceneManager.

Scenes will have this manager automatically. RCCP_SceneManager contains current player vehicle, current player camera, current player UI, and other vehicles as well. Instead of finding current car controller, or camera on scene, RCCP_SceneManager will find it and manage it only. All other scripts depending on them will take reference instance of the RCCP_SceneManager. For ex, finding player vehicle on scene is;

RCCP_SceneManager.Instance.activePlayerVehicle.
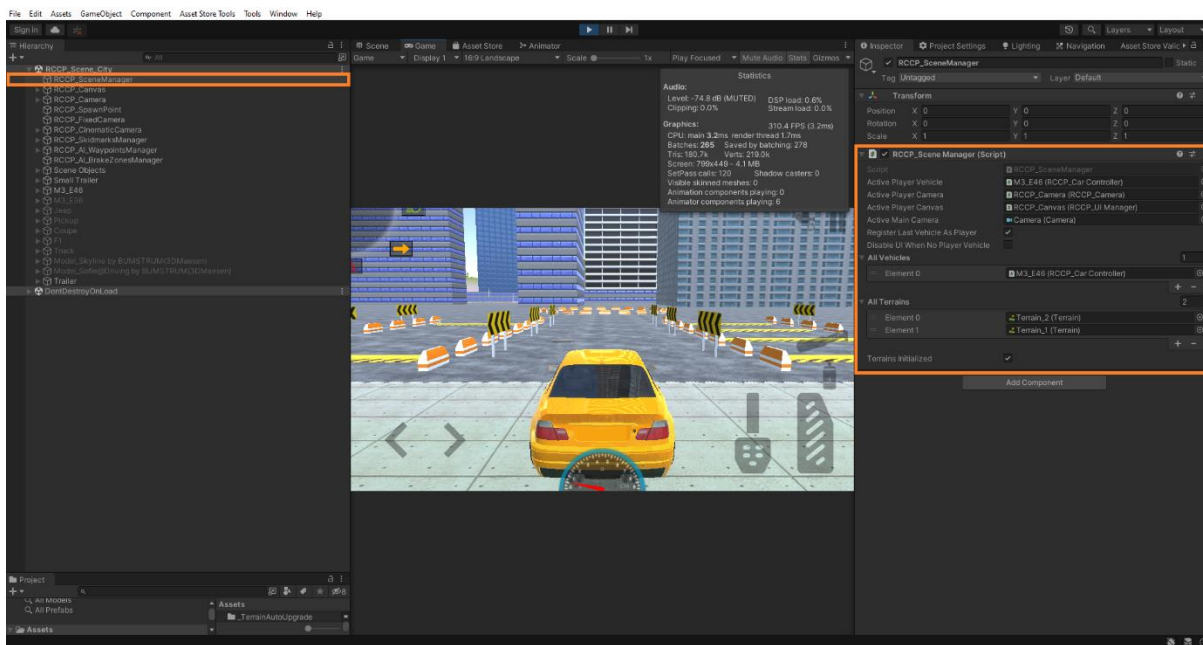
When you register your vehicle as player vehicle with API, **RCCP_SceneManager** will take it as player vehicle. You can do any actions on player vehicle with;

RCCP_SceneManager.Instance.activePlayerVehicle.

Finding player vehicle;

RCCP_SceneManager.Instance.activePlayerVehicle

Finding RCCP Camera;

RCCP_SceneManager.Instance.activePlayerCamera

Finding RCCP Canvas;

RCCP_SceneManager.Instance.activePlayerCanvas

Finding all RCCP vehicles;

RCCP_SceneManager.Instance.allVehicles

Events

RCCP_SceneManager listens events on vehicles when they are spawned or destroyed, same with cameras and UI. **RCCP_SceneManager** will simply observes and manages the vehicles, cameras, and UI on your scene. These events are;

RCCP_Events.OnRCCPCameraSpawned += RCCP_Events_OnRCCPCameraSpawned;

RCCP_Events.OnRCCPSpawned += RCCP_Events_OnRCCPSpawned;

RCCP_Events.OnRCCPAISpawned += RCCP_Events_OnRCCPAISpawned;

RCCP_Events.OnRCCPUISpawned += RCCP_Events_OnRCCPUISpawned;

RCCP_Events.OnRCCPDestroyed += RCCP_Events_OnRCCPPlayerDestroyed;

RCCP_Events.OnRCCPAIDestroyed += RCCP_Events_OnRCCPAIDestroyed;

Register Last Vehicle as Player

This option will make latest spawned vehicle as player vehicle. Be sure this option is disabled if your scene includes more vehicles. Because if you are planning to spawn AI vehicles, this option will make AI vehicle as player vehicle.

Disable UI When No Player Vehicle

This option will disable UI if there are no any player vehicle remains in the scene. When you spawn or register a vehicle as player vehicle, UI will be enabled again.

Terrains

RCCP_SceneManager is collecting data of the terrains for ground materials. Terrains have splatmaps. Earlier versions of RCC were doing this on each wheel, which could decrease performance. Instead of doing this four times per vehicle, only scene manager would do it. Why collecting terrains, because if you are planning to use different ground materials on your terrain, scene manager needs to know splatmap and texture details of them first. All wheelcolliders will count on this.

Registering, De-Registering Vehicles With RCCP_SceneManager

This has been explained in a separate document named "**RCC Pro - Spawn - Register - DeRegister**".