

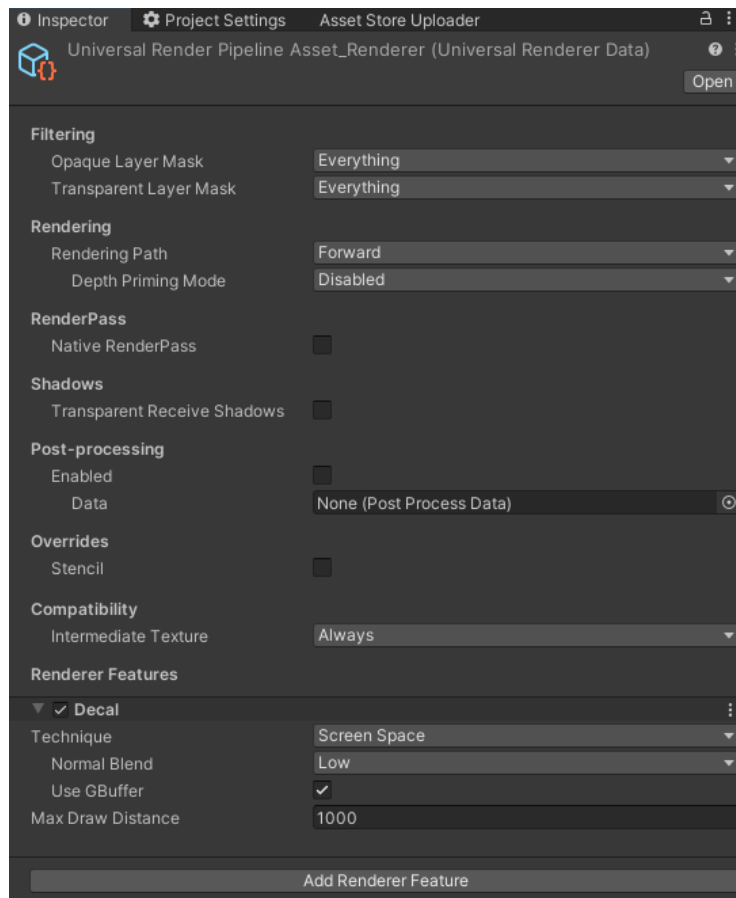
Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on using decals and neons on your vehicle (**RCCP_Customizer** component attached to the vehicle).

Universal Render Pipeline (URP)

Shaders of decals and neons supports URP only. They won't work with built-in shaders. If you want to use decal and neon features, you'll need to install Universal RP to your project. There is a documentation named "**RCC Pro - Universal RP (URP)**", please follow the instructions to install the latest Universal RP to your project.

Once you install the Universal Render Pipeline, you'll be able to use decals and neons with RCCP. All you need to do is, adding "**Decal**" to your URP asset. To do that, select the URP asset in your project, and click "**Add Render Feature**". Click "**Decal**" to add it. Be sure technique is "**Screen Space**".



Decal Projector

All demo vehicles have decals and neons installed by default. You'll be able to use them now. If you are still not able to see or use them, check the decals and neons attached to the vehicle. They should look like this;

Decals and neons are using “**Decal Projector**” component. **RCCP_Customizer** is only changing target material of this decal projector, that's it.