

Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how to use the API to spawn new vehicles, register/deregister vehicles, etc...

RCCP script has very useful methods such as spawn, register player, de-register player, set canControl, set mobile controller, change camera, transport vehicle, start and stop records, etc... There is a scene named “[RCC_Scene_Blank_API](#)”. You can open this scene and inspect how to spawn, register, deregister, enable/disable canControl, and enable/disable engine statements at runtime. Using only one line of code will do the rest. All methods of the RCCP have been listed below;

[RCCP.SpawnRCC](#) (RCCP_CarController **vehiclePrefab**, Vector3 **position**, Quaternion **rotation**, bool **registerAsPlayerVehicle**, bool **isControllable**, bool **isEngineRunning**)

Spawns a RCCP vehicle prefab with given position, rotation, sets its controllable, and engine state.

[RCCP.RegisterPlayerVehicle](#) (RCCP_CarController **vehicle**, bool **isControllable**, bool **engineState**)

Registers the target vehicle as player vehicle with controllable and engine state. Has three overrides with parameters.

[RCCP.DeRegisterPlayerVehicle](#) ()

De-Registers the player vehicle. It's no longer a player vehicle.

[RCCP.SetControl](#) (RCCP_CarController **vehicle**, bool **controlState**)

Sets controllable state of the target vehicle.

[RCCP.SetEngine](#) (RCCP_CarController **vehicle**, bool **engineState**)

Sets engine state of the target vehicle.

[RCCP.SetMobileController](#) (RCCP_Settings.MobileController **mobileController**)

Sets mobile controller type.

[RCCP.SetAutomaticGear](#) (RCCP_CarController **vehicle**, bool **state**)

Sets automatic gear as manual or automatic of the target vehicle.

[RCCP.StartStopRecord](#) (RCCP_CarController **vehicle**)

Starts new record or stops current record for target vehicle.

RCCP.StartStopReplay (RCCP_CarController **vehicle**)

Starts latest replay or stops current replay for target vehicle.

RCCP.StartStopReplay (RCCP_CarController **vehicle**, Recordclip)

Starts target replay by recorded clip for target vehicle.

RCCP.StopRecordReplay (RCCP_CarController **vehicle**, Recordclip)

Stops record and replay for target vehicle.

RCCP.SetBehavior (int **behaviorIndex**)

Sets new behavior with index.

RCCP.SetController (int **controllerIndex**)

Sets main controller type with index.

RCCP.ChangeCamera ()

Changes current camera mode to the next mode.

RCCP.Transport (Vector3 **position**, Quaternion **rotation**)

Transport the player vehicle to the specified position and rotation with freezing rigidbody velocity.

RCCP.Transport (RCCP_CarController **vehicle**, Vector3 **position**, Quaternion **rotation**)

Transport the target vehicle to the specified position and rotation while freezing rigidbody velocity.

RCCP.CleanSkidmarks ()

Cleans all skidmarks in the current scene.

RCCP.CleanSkidmarks (int **index**)

Cleans target skidmarks in the current scene.

RCCP.Repair ()

Repairs the active player vehicle.

RCCP.Repair (RCCP_CarController **vehicle**)

Repairs the target vehicle.