

Realistic Car Controller Pro

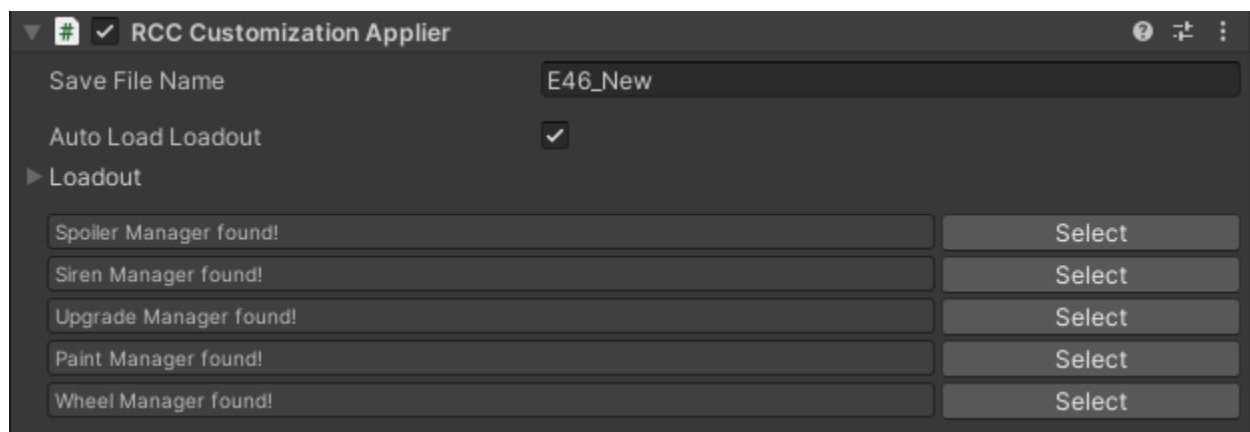
Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how the customization works.

Vehicles have 5 different upgradable customizations. They are ;

- Spoilers,
- Sirens,
- Upgrades (Engine, Brake, Handling),
- Paints,
- Wheels

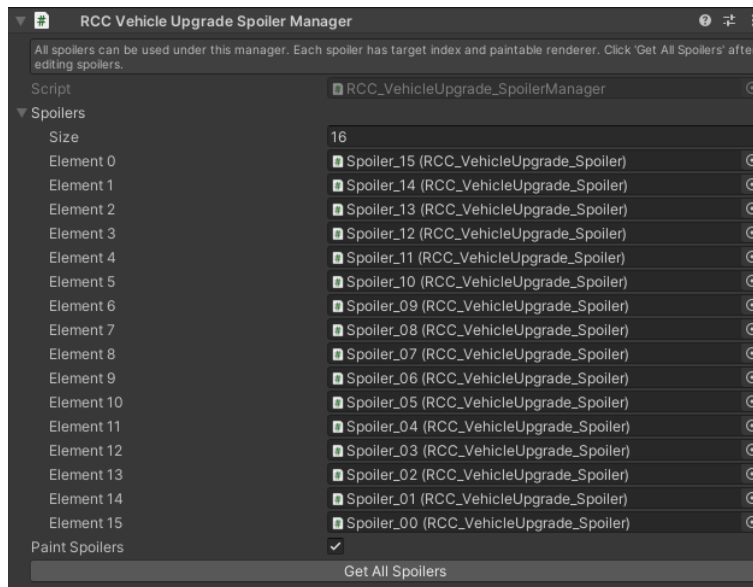
Demo scene named “[RCCP_Scene_Blank_Customization](#)” with customization features can be found in the scenes folder.

Each customization system has manager scripts that controls corresponding upgradable items. All upgrade managers are managed by the [RCCP_CustomizationApplier](#) script attached to the vehicle. And [RCCP_CustomizationManager](#) in the scene interacts with the [RCCP_CustomizationApplier](#) to customize things. Creating & editing the upgrades won't waste your time, they are plug and play systems. I'll be explaining each manager system below;



Spoiler Manager

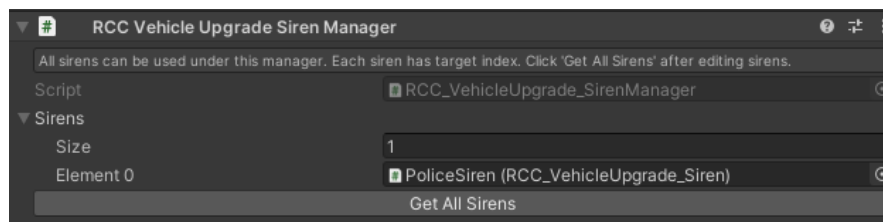
Vehicles may have many spoilers. Manager will enable only selected one, and disable all other spoilers. All you have to do is, reposition all spoilers for your vehicles. And adding them to the list.



When you add / remove / change any spoilers, you have to click “**Get All Spoilers**”. Otherwise your changes won’t be applied.

Siren Manager

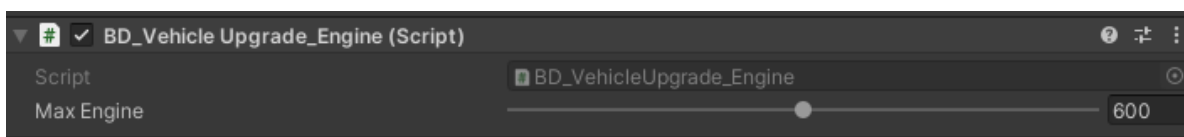
Vehicles may have many sirens. Manager will enable only selected one, and disable all other sirens. All you have to do is, reposition all sirens for your new vehicles. And adding them to the list.



When you add / remove / change any sirens, you have to click “**Get All Sirens**”. Otherwise your changes won’t be applied.

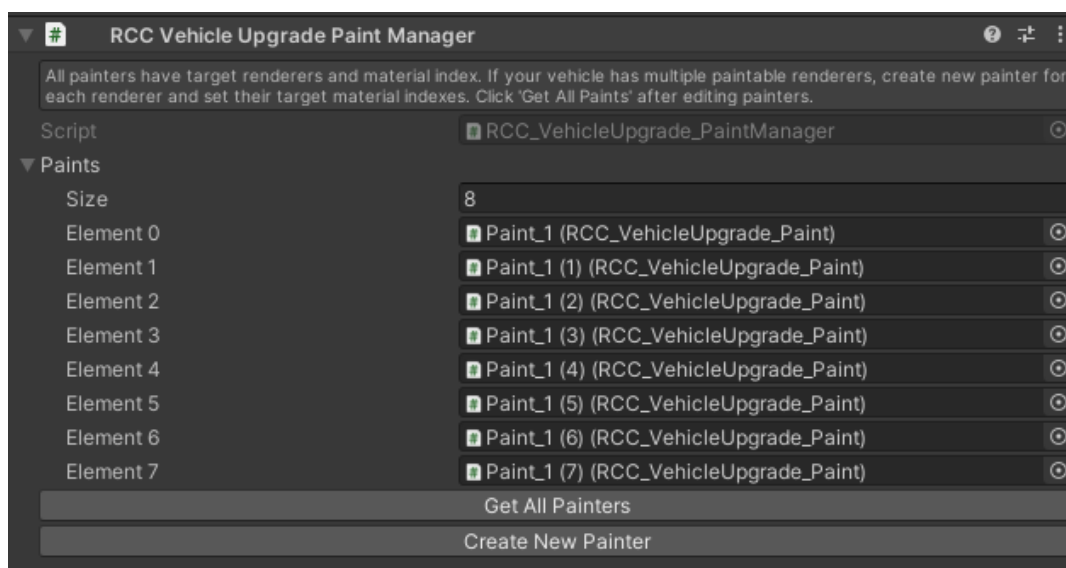
Upgrade Manager

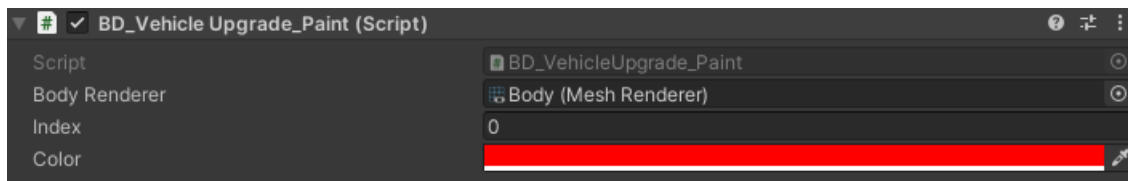
Vehicles have three upgrade managers. They are engine, brake, and handling. They are placed inside the manager script. You can simply select the upgradable item and set their maximum upgradable values.



Paint Manager

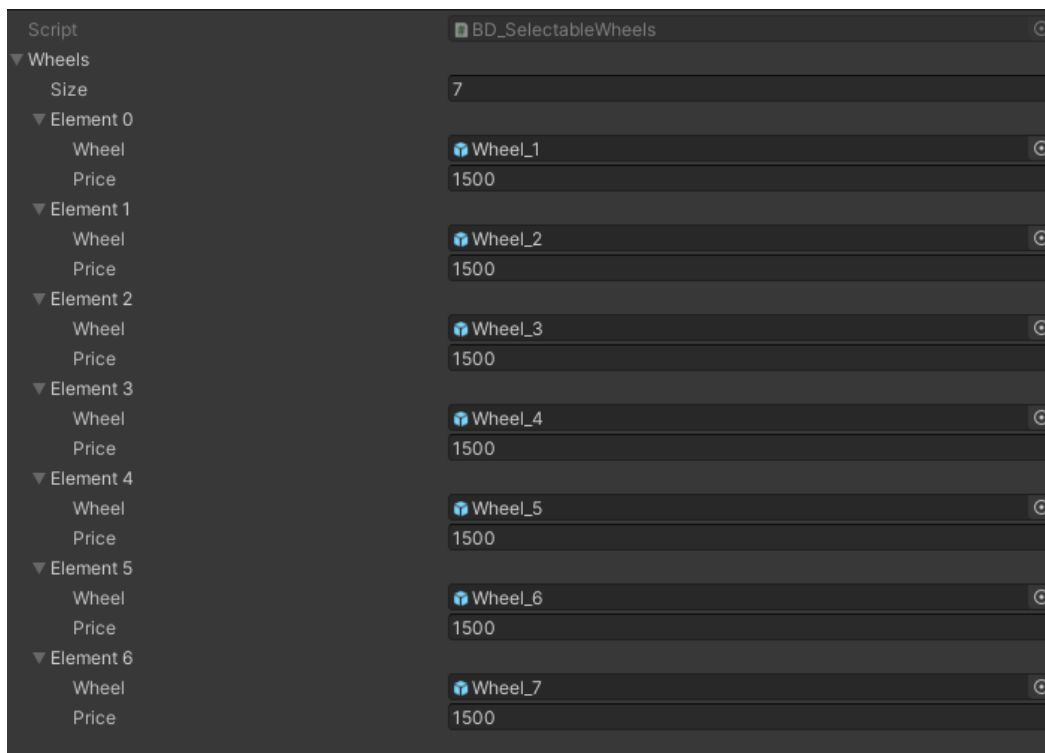
Vehicles may have many paintable parts. Paint manager includes painter scripts with target renderer and index. All you have to do is, setting paintable renderer and if renderer has many materials, set the target index.





Wheel Manager

Wheel manager will take the wheel prefabs from the [RCCP_ConfigurableWheels \(Prefabs/Wheels\)](#). You can simply change the wheel prefabs, delete, or add your own wheels. Be sure your wheel model has proper pivot position and axes, otherwise wheel will be positioned at the wrong location.

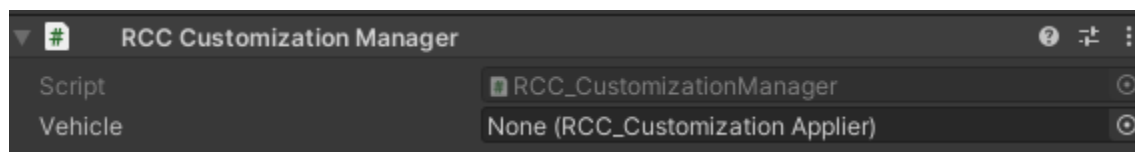


How To Add & Use Customization

Your customizable vehicles must have “[RCCP_CustomizationApplier](#)” script. This script is managing all systems itself. Add this script to your vehicle and create managers.

Your scene must include “[RCCP_CustomizationManager](#)” script. You can create this manager from [Tools](#) → [BCG](#) → [RCCP](#) → [Create](#) → [Managers](#) → [Add RCCP Customization Manager To Scene](#). This script is managing customization events between UI and the customizable vehicle.

UI buttons in the customization panel will use this manager script to interact with the customizable vehicle. Working logic of the customization system is like this. [UI](#) → [RCCP_CustomizationManager](#) → [RCCP_CustomizationApplier](#) → [Corresponding Manager Script](#).



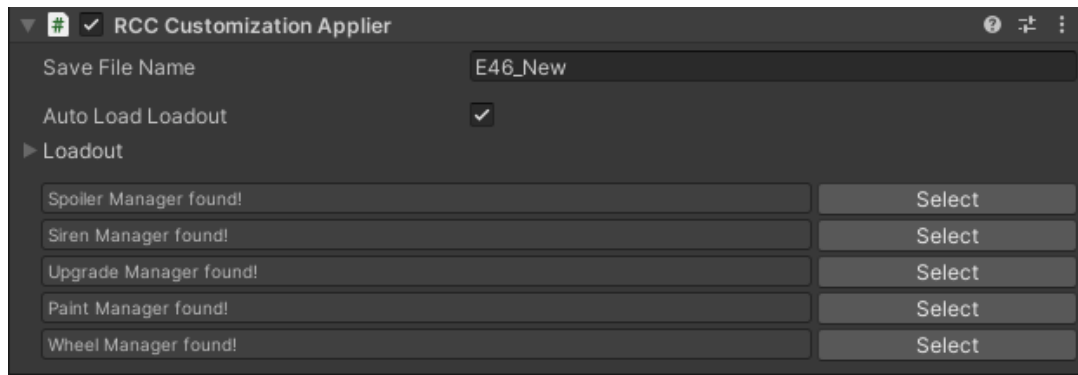
[RCCP_CustomizationManager](#) has a target vehicle to customize. When you are about to customize a vehicle, you need to assign “**vehicle**” variable of the script. You can access instance of the [RCCP_CustomizationManager](#) script by [RCCP_CustomizationManager.Instance](#).

For example;

```
RCCP_CustomizationManager.Instance.vehicle = yourVehicle;
```

Creating New Managers

If your vehicle doesn't include any upgradable system, you can create it by simply clicking the “[Create](#)” button. All you have to do is, reposition the visual upgradable items.



Modular Upgrade Managers

Vehicles may not have the all managers together. For example, your new vehicle may not include sirens, or spoilers. Simply don't create it, UI button at the customization canvas will be disabled for this vehicle.



How The Demo Scene Works

I've used trigger and demo script to demonstrate how the system works in this demo scene. Trigger is calling "[EnableCustomization](#)" method in the demo script and transports the vehicle to the specific location. Enables and disables RCCP Canvas / RCCP Customization Canvas, RCCP Camera, RCCP ShowroomCamera. You may want to check out [RCCP_CustomizationDemo](#) script.

How To Customize With Scripting

You can use public methods in the [RCCP_CustomizationManager](#) script to customize the vehicle. In order to do that, your vehicle must have [RCCP_CustomizationApplier](#). You can use the below methods for customizing the vehicle;

Be sure "**vehicle**" variable of the [RCCP_CustomizationManager](#) is set to corresponding vehicle on the scene.

```
/// <summary>
/// Paints the vehicle.
/// </summary>
/// <param name="color"></param>
public void Paint(Color color)

/// <summary>
/// Changes the wheels.
/// </summary>
/// <param name="wheelIndex"></param>
public void ChangeWheels(int wheelIndex)

/// <summary>
/// Upgrades Speed.
/// </summary>
public void UpgradeSpeed()

/// <summary>
/// Upgrades Handling.
/// </summary>
public void UpgradeHandling()

/// <summary>
```

```

/// Upgrades Brakes.
/// </summary>
public void UpgradeBrake()

/// <summary>
/// Changes the spoiler.
/// </summary>
/// <param name="index"></param>
public void Spoiler(int index)

/// <summary>
/// Changes the siren.
/// </summary>
/// <param name="index"></param>
public void Siren(int index)

```

How To Setup A New Scene From Scratch

In order to use customization features, your vehicles must have **RCCP_CustomizationApplier** script. First, add this script to your vehicles and setup their customization loadouts.

Your scene must include **RCCP_CustomizationManager** script. This manager script has a variable for target vehicle. You can use this script to customize your vehicles. All public methods have been explained above.

If you want to use UI for modification, you can create it from **Tools → BCG → RCCP → Create → UI → RCCP UI Modification Canvas**. All UI buttons will be using methods in the **RCCP_CustomizationManager** script. You don't have to use this UI canvas to customize your vehicles. Just using proper methods in the manager script would work fine.

Support

Please include your invoice number while sending me a contact form.

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