

# Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on installation process of the Realistic Car Controller Pro.

## Welcome Window

Welcome window will appear when the import is done. You can always open this window from [Tools → BCG → RCC Pro → Welcome Window](#). If window is not appearing, this means you've installed it before.

## Installation

Importing the project will do all steps below automatically with the editor scripts. But it may fail to do them for some reasons. In case of this issue, you can do the below steps one by one manually.

## Layers

RCCP is using these layers.

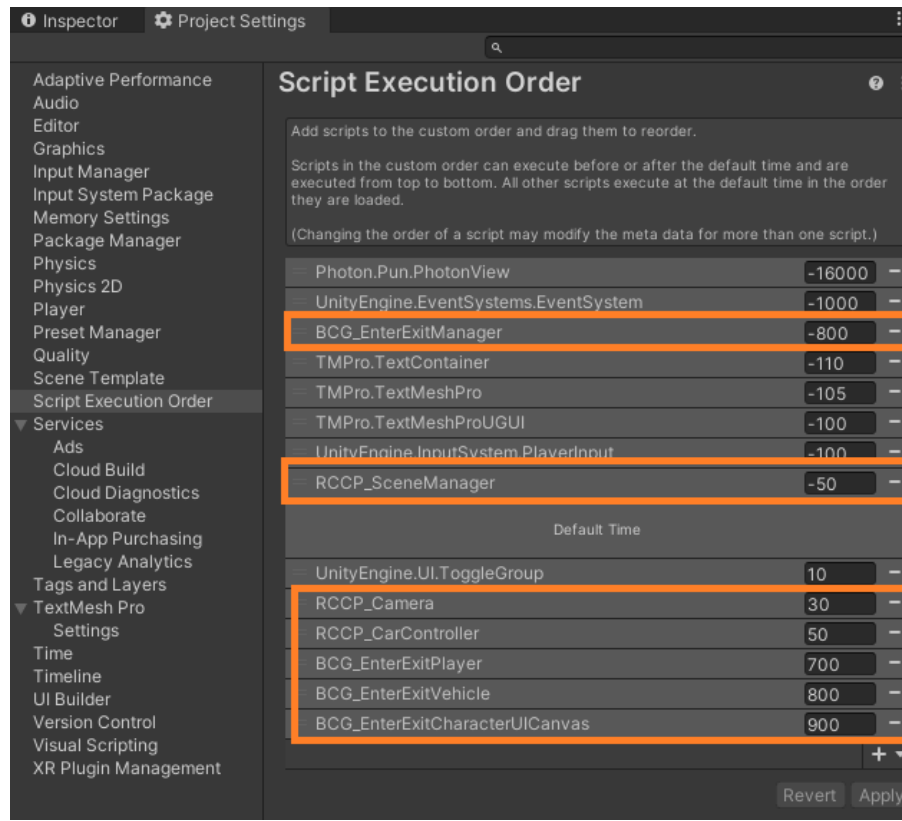
- **RCCP\_Vehicle** (Used on vehicles)
- **RCCP\_WheelCollider** (Used on wheelcolliders)
- **RCCP\_DetachablePart** (Used on detachable parts of the vehicle)
- **RCCP\_Prop** (Used on destructible props in the city demo scene)
- **RCCP\_Crasher** (Used on machines in the damage scene)

These layers must be added to your [Tags & Layers \(Edit → Project Settings → Tags & Layers\)](#). [RCCP\\_Settings](#) is using these layers as well. Be sure to check these layers in the [RCCP\\_Settings](#) too. They must be selected at the [RCCP\\_Settings](#) too. You can access to the [RCCP\\_Settings](#) from the [Tools → BCG → RCC Pro → Edit Settings](#). [RCCP\\_Settings](#) have been explained in the separate documentation.

Importing the project doesn't overwrite your existing project settings. Your all settings will be the same as before.

## Script Execution Order

RCCP is using **Script Execution Order** to avoid unexpected event conflicts. This should be imported successfully when RCCP is installed and doesn't require any action. Just make sure you have this order. You can check it in **Edit → Project Settings → Script Execution Order**.



## Scripting Symbols

These scripting symbols must be added to your project settings (**Edit → Project Settings → Player Settings → Other Settings**).

- **BCG\_RCCP**

## Demo Content

All demo content will be imported automatically. If you don't want to use the demo content and remove them from the project, simply open the **Welcome Window** of the Realistic Car Controller Pro and click "**Delete Demo Content**" button. You can't undo this operation. This will delete these contents in the project below (All of these assets are related to city, and environment);

- **Models**
- **Prefabs**
- **Scenes**
- **Textures**

## Don't Change Directory of The Asset Folder

Please don't change the directory of the Realistic Car Controller Pro folder. Asset paths are used in the editor scripts. If you try to change directory, it will still work fine. But you'll get some issues while creating new vehicles or selecting scriptable objects in your project.

## Update

Always backup your project before updating any asset or Unity Editor. Keep your own assets outside of the Realistic Car Controller Pro folder. Delete the entire folder and import the updated version.

## Console Messages

You shouldn't get any error messages after the installation. If you do, delete the RCCP project and reimport again. You may get yellow warning messages about the poly count of some colliders. You can ignore them, because Unity is already reducing their poly counts. Messages will appear only once after the installation. After that, you can use the RCCP in your project. Open up any demo scene you want and take a ride!