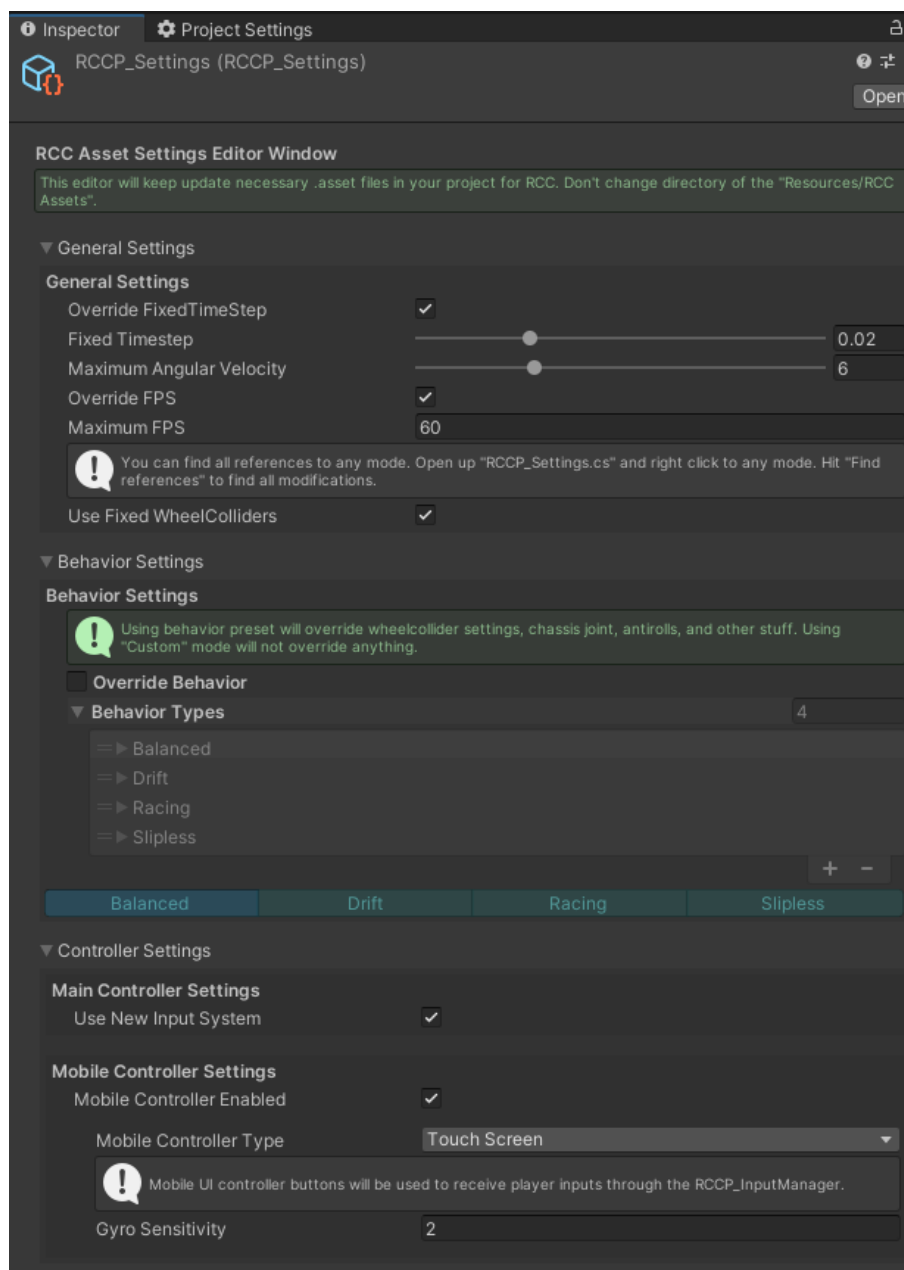


# Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on definition of the [RCCP\\_Settings](#).

All vehicles are sharing global settings via [RCCP\\_Settings](#). You can access to the [RCCP\\_Settings](#) from [Tools](#) → [BCG](#) → [RCC Pro](#) → [Edit Settings](#).



▼ UI Settings

UI Dashboard Settings

Use Telemetry

☐

Use Input Debugger

☒

▼ Wheel Physics Settings

Ground Physic Materials

Ground Physic Materials 0

RCCP\_AsphaltPhysics

⊙

Ground Physic Materials 1

RCCP\_GrassPhysics

⊙

Ground Physic Materials 2

RCCP\_SandPhysics

⊙

Configure Ground Physic Materials

▼ Tags & Layers

Tags & Layers

Set Layers Auto

☒

Vehicle Layer

RCCP\_Vehicle

WheelCollider Layer

RCCP\_WheelCollider

DetachablePart Layer

RCCP\_DetachablePart

⚠

Be sure you have that tag and layer in your Tags & Layers

!

All vehicles powered by Realistic Car Controller are using this layer. What does this layer do? It was used for masking wheel rays, light masks, and projector masks. Just create a new layer for vehicles from Edit --> Project Settings --> Tags & Layers, and select the layer here.

▼ Resources

Resources

Head Lights Low

◆ RCCP\_Light\_Headlight\_Low

⊙

Head Lights High

◆ RCCP\_Light\_Headlight\_High

⊙

Brake Lights

◆ RCCP\_Light\_Brakelight

⊙

Tail Lights

◆ RCCP\_Light\_Taillight

⊙

Reverse Lights

◆ RCCP\_Light\_Reverselight

⊙

Indicator Lights Left

◆ RCCP\_Light\_Indicator\_L

⊙

Indicator Lights Right

◆ RCCP\_Light\_Indicator\_R

⊙

Light Box

🔦 RCCP\_Lightbox

⊙

Skidmarks Manager

📄 RCCP\_SkidmarksManager (RCCP\_Skidmarks Manage

⊙

Exhaust Gas

◆ RCCP\_Exhaust

⊙

RCCP Main Camera

📄 RCCP\_Camera (RCCP\_Camera)

⊙

RCCP Hood Camera

🔦 RCCP\_HoodCamera

⊙

RCCP Cinematic Camera

🔦 RCCP\_CinematicCamera

⊙

RCCP Wheel Camera

🔦 RCCP\_WheelCamera

⊙

RCCP Fixed Camera

🔦 RCCP\_FixedCamera

⊙

These settings are global settings and shared by all RCCP vehicles in your project. All variables have the toolbar info when you hover your mouse cursor on them. Also, [RCC\\_Settings](#) has resources to be used for initial vehicle setups. I wouldn't recommend changing resources of the [RCCP\\_Settings](#) if you don't know what you're doing.

Please hover your mouse cursor on the variables to read info about them. I didn't want to type them one by one here, so you don't have to open the documentations every time.

## Accessing to the RCCP\_Settings

You can access to instance of the **RCCP\_Settings** at runtime. For example;

*RCCP\_Settings.Instance...*