

Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on how to use the recorder.

Record / Replay

Complete physics and input based record / replay system. Player vehicle and all active AI vehicles can record / replay. All you have to do is press “**R**” for start recording, and “**P**” for start replay. These buttons can be changed in [RCCP_InputActions](#).

[RCCP_Recorder](#) is a modular component and attachable to the vehicle. In order to attach it to the vehicle, simply select your vehicle, go to other addons, and click recorder component. This will add recorder component to the vehicle. You can enable or disable it.

How the Record / Replay Works

[RCCP_Recorder](#) will take position, rotation, velocity, and inputs of the vehicle and saves them in the lists. These lists will be used for replays. While replaying, inputs of the vehicle will be overridden with the recorded inputs. Only the vehicles with the [RCCP_Recorder](#) component can use record / replay feature.

API

You can use RCCP’s API for start record / replay at runtime. For ex;

```
RCCP.StartStopRecord(RCCP\_CarController vehicle);
```

```
RCCP.StartStopReplay (RCCP\_CarController vehicle);
```

```
RCCP.StartStopReplay (RCCP\_CarController vehicle , RCCP\_Recorder.Recorded  
recordedClip);
```

```
RCCP.StopRecordReplay (RCCP\_CarController vehicle);
```

All records are stored in [RCCP_Records](#). You can access it from [Tools](#) → [BCG](#) → [RCC Pro](#) → [Configure Recorded Clips](#).