Realistic Car Controller V3.2 by BoneCracker Games

RCC

Explained in seperate document.

RCC_AIBrakeZone

Brake Zones are meant to be used for slowing AI vehicles. If you have a sharp turn on your scene, y ou can simply use one of these Brake Zones. It has a target speed. AI will adapt it’s speed to this ta rget speed while in this Brake Zone. It's simple.

RCC_AIBrakeZonesContainer

Used for holding a list for brake zones, and drawing gizmos for all of them on Editor.

RCC_AICarController

AI Controller of RCC. It's not professional, but it does the job. Follows all waypoints, or chases the p layer. Must be attached to root of the vehicle. RCC_CarControllerV3.cs will not receive any inputs from player.

RCC_AIWaypointsContainer

Used for holding a list for waypoints, and drawing gizmos for all of them.

RCC_APIExample

An example script to show how the RCC API works. Uses the RCC.cs.

RCC_Caliper

Rotates the caliper.

RCC_Camera

Main RCC Camera controller. Includes 7 different camera modes with many customizable settings. I t doesn't use different cameras on your scene like *other* assets. Simply it parents the camera to t heir positions that's all. No need to be Einstein.
Also supports collision detection for this new version (V3.2).

RCC_CameraConfig

Sets new camera settings to RCC Camera per vehicle.

RCC_CarControllerV3

Main vehicle controller that includes Wheels, Steering, Suspensions, Mechanic Configuration, Stability, Lights, Sounds, and Damage. All In One script.

RCC_ChangableWheels

Changes wheels (visual only) at runtime. It holds changable wheels as prefab in an array.

RCC_CharacterController

Animates Driver Sofie (Credits to 3DMaesen). Simply feeds floats and bools of Sofie's animator component.

RCC_Chassis

Simulates chassis movement based on vehicle rigidbody velocity.

RCC_CinematicCamera

Tracks the car and keeps orientation nicely for cinematic angles. It has a pivot gameobject named "Animation Pivot". This gameobject has 3 animations itself currently.

RCC_CreateAudioSource

Creates new audiosources at runtime with specified settings.

RCC_Customization

Main Customization Class For RCC.

RCC_CustomizerExample

A simple customizer example script used for receiving methods from UI elements and send them to RCC_Customization script. Also updates all UI elements for new spawned vehicles too.

RCC_DashboardColors

Changes HUD image colors by UI Sliders.

RCC_DashboardInputs

Receiving inputs from active vehicle on your scene, and feeds dashboard needles, texts, images.

RCC_DashboardObjects

Receiving inputs from active vehicle on your scene, and feeds visual dashboard needles.

RCC_Demo

A simple manager script for all demo scenes. It has an array of spawnable player vehicles,
public methods, setting new behavior modes, restart, and quit application.

RCC_Exhaust

Exhaust based on Particle System. Based on vehicle engine RPM.

RCC_FixedCamera

Fixed camera system for RCC Camera. It simply parents the RCC Camera, and calculates target position, rotation, FOV, etc...

RCC_FOVForCinematicCamera

Animation attached to "Animation Pivot" of the Cinematic Camera is feeding FOV float value.

RCC_GetBounds

Gets total bound size of a gameobject.

RCC_GroundMaterials

Configurable Ground Materials are collected in an array of class.

RCC_HoodCamera

RCC Camera will be parented to this gameobject when current camera mode is Hood Camera.

RCC_Light

General lighting system for vehicles. It has all kind of lights such as Headlight, Brake Light, Indicator Light, Reverse Light.

RCC_LightEmission

Feeding material's emission channel for self illumin effect.

RCC_Mirror

It must be attached to external camera. This external camera will be used as mirror.

RCC_MobileButtons

Receiving inputs from UI buttons, and feeds active vehicles on your scene.

RCC_PoliceSiren

Flashes red and blue lights with proper timing. If vehicle is an AI vehicle and chaser vehicle, toggles lights on / off automatically.

RCC_Recorder

Record / Replay system. Saves player's input on record, and replays it when on playback.

RCC_SceneManager

Scene manager that contains current player vehicle, current player camera, current player UI, curre nt player character, recording/playing mechanim, and other vehicles as well.

RCC_Settings

Stored all general shared RCC settings here.

RCC_ShadowRotConst

Locks rotation of the shadow projector to avoid stretching.

RCC_Skidmarks

Skidmarks Manager for RCC.

RCC_SuspensionArm

Rotates and moves suspension arms based on wheelcollider suspension distance.

RCC_TruckTrailer

Truck trailer has additional wheelcolliders. This script handles center of mass of the trailer, wheelcolliders, and antiroll.

RCC_UIController

UI input (float) receiver from UI Button.

RCC_UIDashboardButton

UI buttons used in options panel. It has an enum for all kind of buttons.

RCC_UIDashboardDisplay

Handles dashboard elements.

RCC_UIDrag

Mobile UI Drag used for orbiting RCC Camera.

RCC_UISliderTextReader

Receives float from UI Slider, and displays the value as a text.

RCC_UISteeringWheelController

UI Steering Wheel controller.

RCC_UnetNetwork

Streaming player input, or receiving data from server. And then feeds the RCC.

RCC_WheelCamera

RCC Camera will be parented to this gameobject when current camera mode is Wheel Camera.

RCC_WheelCollider

Based on Unity's WheelCollider. Modifies few curves, settings in order to get stable and realistic physics depends on selected behavior in RCC Settings.

Photon Scripts

RCC_PhotonDemo

A simple manager script for photon demo scene. It has an array of networked spawnable player ve hicles, public methods, restart, and quit application.

RCC_PhotonManager

Connects to Photon Server, registers the player, and activates player UI panel when connected.

RCC_PhotonNetwork

Syncs the player. Streams player input, or receiving data from server. And then feeds the RCC.

NGUI Scripts

RCC_NGUIController

Attached to controller NGUI buttons such as gas, brake, handbrake, left – right buttons, etc…

RCC_NGUIDashboardButton

Attached to external NGUI buttons such as ABS, ESP, TCS, Lights, Change Camera, etc…

RCC_NGUIDashboardDisplay

Manages all dash displays such as gauges, displays, numbers, needles, etc…