

Realistic Car Controller V3.3 by BoneCracker Games

API for instantiating, registering new RCC vehicles, and changes at runtime with one line of code.

RCC.SpawnRCC (RCC_CarControllerV3 vehiclePrefab, Vector3 position, Quaternion rotation, bool registerAsPlayerVehicle, bool isControllable, bool isEngineRunning)

Spawns a RCC vehicle prefab with given position, rotation, sets its controllable, and engine state.

RCC.RegisterPlayerVehicle(RCC_CarControllerV3 vehicle, bool isControllable, bool engineState)

Registers the target vehicle as player vehicle.

RCC.DeRegisterPlayerVehicle()

De-Registers the player vehicle. It's no longer player vehicle.

RCC.SetControl(RCC_CarControllerV3 vehicle, bool controlState)

Sets controllable state of the vehicle.

RCC.SetEngine(RCC_CarControllerV3 vehicle, bool engineState)

Sets engine state of the vehicle.

RCC.SetMobileController(RCC_Settings.MobileController mobileController)

Sets the mobile controller type.

RCC.SetUnits()

Sets the units.

RCC.SetAutomaticGear(bool state)

Sets the automatic gear.

RCC.StartStopRecord()

Starts new record or stops current record.

RCC.StartStopReplay()

Starts latest replay or stops current replay.

RCC.StartStopReplay(int recordIndex or Recordclip)

Starts target replay by index or recorded clip.

RCC.SetBehavior(int behaviorIndex)

Sets new behavior.

RCC.SetController(int controllerIndex)

Sets main controller type.

RCC.ChangeCamera()

Changes current camera mode to next mode.