

RCC_DashboardObjects

Public Variables

```
// Car controller.
public RCC_CarControllerV3 CarController;

//      RPM Dial.
public class RPMDial {

    public GameObject dial;
    public float multiplier = .05f;
    public RotateAround rotateAround = RotateAround.Z;
    private Quaternion dialOrgRotation = Quaternion.identity;
    public Text text;

}

//      Speedometer Dial.
public class SpeedoMeterDial {

    public GameObject dial;
    public float multiplier = 1f;
    public RotateAround rotateAround = RotateAround.Z;
    private Quaternion dialOrgRotation = Quaternion.identity;
    public Text text;

}

//      Fuel Dial.
public class FuelDial {

    public GameObject dial;
    public float multiplier = .1f;
    public RotateAround rotateAround = RotateAround.Z;
    private Quaternion dialOrgRotation = Quaternion.identity;
    public Text text;

}

//      Heat Dial.
public class HeatDial {

    public GameObject dial;
    public float multiplier = .1f;
    public RotateAround rotateAround = RotateAround.Z;
    private Quaternion dialOrgRotation = Quaternion.identity;
    public Text text;
```

```
}  
  
// Interior light.  
public class InteriorLight {  
  
    public Light light;  
    public float intensity = 1f;  
    public LightRenderMode renderMode = LightRenderMode.Auto;  
  
}  
  
    public RPMdial rPMDial = new RPMdial();  
    public SpeedoMeterDial speedDial = new SpeedoMeterDial();  
    public FuelDial fuelDial = new FuelDial();  
    public HeatDial heatDial = new HeatDial();  
    public InteriorLight[] interiorLights = new InteriorLight[0];
```