

## How To Override Inputs Of A Vehicle

You can override inputs of any vehicle on your scene by using “**OverrideInput(RCC\_Inputs newInputs)**” method in the **RCC\_CarControllerV3.cs** script. An example demo scene can be found in the demo scenes folder.

Example;

```
targetVehicle.OverrideInputs (newInputs);
```

Method is using a parameter with **RCC\_Inputs** class. You can use your own inputs on any vehicle. You can disable overriding inputs by using “**DisableOverrideInputs()**” method in the **RCC\_CarControllerV3.cs** script.

Example;

```
targetVehicle.DisableOverrideInputs ();
```

## Warning

When you are overriding inputs, vehicle won't receive any inputs from the **RCC\_InputManager**. You must disable overriding mode after it's done.