

# RCC

## Public Static Methods

```
/// Spawn a RCC vehicle prefab with given position, rotation, sets its controllable, and engine state.  
public static RCC_CarControllerV3 SpawnRCC(RCC_CarControllerV3 vehiclePrefab, Vector3 position,  
Quaternion rotation, bool registerAsPlayerVehicle, bool isControllable, bool isEngineRunning) {}
```

```
/// Registers the vehicle as player vehicle.  
public static void RegisterPlayerVehicle(RCC_CarControllerV3 vehicle) {}
```

```
/// Registers the vehicle as player vehicle with controllable state.  
public static void RegisterPlayerVehicle(RCC_CarControllerV3 vehicle, bool isControllable) {}
```

```
/// Registers the vehicle as player vehicle with controllable and engine state.  
public static void RegisterPlayerVehicle(RCC_CarControllerV3 vehicle, bool isControllable, bool  
engineState) {}
```

```
/// De-Registers the player vehicle.  
public static void DeRegisterPlayerVehicle() {}
```

```
/// Sets controllable state of the vehicle.  
public static void SetControl(RCC_CarControllerV3 vehicle, bool isControllable) {}
```

```
/// Sets engine state of the vehicle.  
public static void SetEngine(RCC_CarControllerV3 vehicle, bool engineState) {}
```

```
/// Sets the mobile controller type.  
public static void SetMobileController(RCC_Settings.MobileController mobileController) {}
```

```
/// Sets the units.  
public static void SetUnits() { }
```

```
/// Sets the Automatic Gear.  
public static void SetAutomaticGear() { }
```

```
/// Starts / stops to record the player vehicle.  
public static void StartStopRecord() {}
```

```
/// Start / stops replay of the last record.  
public static void StartStopReplay() {}
```

```
/// Stops record / replay of the last record.  
public static void StopRecordReplay() {}
```

```
/// Sets new behavior.  
public static void SetBehavior(int behaviorIndex) {}
```

/// *Changes the camera mode.*

```
public static void ChangeCamera() {}
```

/// *Transport player vehicle the specified position and rotation.*

```
public static void Transport(Vector3 position, Quaternion rotation) {}
```

/// *Transport the target vehicle to specified position and rotation.*

```
public static void Transport(RCC_CarControllerV3 vehicle, Vector3 position, Quaternion rotation) {}
```

/// *Cleans all skidmarks on the current scene.*

```
public static void CleanSkidmarks() {}
```

/// *Cleans target skidmarks on the current scene.*

```
public static void CleanSkidmarks(int index) {}
```

/// *Repairs the target vehicle.*

```
public static void Repair(RCC_CarControllerV3 carController) {}
```

/// *Repairs the player vehicle.*

```
public static void Repair() {}
```