RCC_CarSelectionExample

Public Variables

public Transform spawnPosition;   // Spawn transform.

public int selectedIndex = 0;   // Selected vehicle index. Next and previous buttons are affecting this value.

public RCC_Camera RCCCamera;   // Enabling / disabling camera selection script on RCC Camera if choosen.

public string nextScene;   // Name of the target scene when we select the vehicle.

Public Methods

public void NextVehicle() {}   //   Switches to next vehicle.

public void PreviousVehicle() {} //   Switches to previous vehicle.

public void SelectVehicle () {}   //   Selects the current vehicle.

public void SpawnVehicle() {}   //   Spawns the latest selected vehicle at spawn point.

public void DeSelectVehicle() {}   //   Deselects the current vehicle and enables car selection menu.

public void OpenScene() {}   //   Opens the target scene.