RCC_DashboardInputs

Public Variables

```
public RCC_CarControllerV3 vehicle;    // Target vehicle.
public bool autoAssignVehicle = true;     // Auto assign target vehicle as player vehicle from the
RCC_SceneManager.

// Needles.
public GameObject RPMNeedle;
public GameObject KMHNeedle;
public GameObject turboGauge;
public GameObject turboNeedle;
public GameObject NOSGauge;
public GameObject NoSNeedle;
public GameObject heatGauge;
public GameObject heatNeedle;
public GameObject fuelGauge;
public GameObject fuelNeedle;

// Variables of the player vehicle.
public float RPM;
public float KMH;
public int direction = 1;
public float Gear;
public bool changingGear = false;
public bool NGear = false;
public bool ABS = false;
public bool ESP = false;
public bool Park = false;
public bool Headlights = false;
public RCC_CarControllerV3.IndicatorsOn indicators;
```