

RCC_AIController

Public Variables

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

public RCC_AIWaypointsContainer waypointsContainer;           // Waypoints Container.

public int currentWaypointIndex = 0;                          // Current index in Waypoint
Container.

public string targetTag = "Player";                            // Search and chase Gameobjects with tags.

// AI Type
public NavigationMode navigationMode;

// Raycast distances and angles used for detecting obstacles at front of the AI vehicle.
public float raycastLength = 3f;
public float raycastAngle = 30f;
public LayerMask obstacleLayers = -1;
public GameObject obstacle;

public bool useRaycasts = true; // Using forward and sideways raycasts to avoid obstacles.

// Steer, Motor, And Brake inputs. Will feed RCC_CarController with these inputs.
public float steerInput = 0f;
public float throttleInput = 0f;
public float brakeInput = 0f;
public float handbrakeInput = 0f;

// Limit speed.
public bool limitSpeed = false;
public float maximumSpeed = 100f;

// Smoothed steering.
public bool smoothedSteer = true;

// Counts laps and how many waypoints were passed.
public int lap = 0;
public int stopLap = 10;
public bool stopAfterLap = false;
public int totalWaypointPassed = 0;
public int nextWaypointPassDistance = 20;
public bool ignoreWaypointNow = false;

// Detector radius.
public int chaseDistance = 200;
public int startFollowDistance = 300;
public int stopFollowDistance = 30;
```

```
// Unity's Navigator.
public NavMeshAgent navigator;

// Detector with Sphere Collider. Used for finding target Gameobjects in chasing mode.
private SphereCollider detector;
public List<Transform> targetsInZone = new List<Transform>();
public List<RCC_AI BrakeZone> brakeZones = new List<RCC_AI BrakeZone>();

public Transform targetChase; // Target Gameobject for chasing.
public RCC_AI BrakeZone targetBrake; // Target brakezone.
```

Events

```
// Firing an event when each RCC AI vehicle spawned / enabled.
public delegate void onRCCAI Spawmed(RCC_AI CarController RCCAI);
public static event onRCCAI Spawmed OnRCCAI Spawmed;

// Firing an event when each RCC AI vehicle disabled / destroyed.
public delegate void onRCCAI Destroyed(RCC_AI CarController RCCAI);
public static event onRCCAI Destroyed OnRCCAI Destroyed;
```