Overriding Inputs

You can override and feed any specific vehicle on your scene with your own inputs. There is a new method named "**OverrideInputs(RCC_Inputs inputs)**" in the RCC_CarControllerV3 script. You can use this method to take control of any specific vehicle with your own inputs.

How To Override Inputs Of A Vehicle

Well, it's quite easy. All you have to use "**OverrideInputs(RCC_Inputs inputs)**" method in the RCC_CarControllerV3 script. Example;

```csharp
public RCC_Inputs newInputs;

    void Update() {

        RCC_SceneManager.Instance.activePlayerVehicle.OverrideInputs(newInputs);

    }
```

I've declared a new variable named "**newInputs**", and I'm editing inputs directly in my inspector panel. And then I'm overriding inputs of the player vehicle with my own custom inputs. You can override any specific vehicle on your scene. I've used player vehicle in this example.

Enabling / Disabling "externalController" bool of the RCC_CarControllerV3

If you don't enable "**externalController**", vehicle will act as a player vehicle. But if you are planning to turn your car into an AI car, you can enable this bool.