# RCC_SceneManager

## Public Variables

public RCC_CarControllerV3 activePlayerVehicle;    //  Current active player vehicle.

public RCC_Camera activePlayerCamera;      //  Current active player camera as RCC Camera.

public RCC_UIDashboardDisplay activePlayerCanvas;      //  Current active UI canvas.

public Camera activeMainCamera;    //  Current active main camera.

public bool registerLastSpawnedVehicleAsPlayerVehicle = true;      //  Registers the lastly spawned vehicle as player vehicle.

public bool disableUIWhenNoPlayerVehicle = false;      //  Disables the UI when there is no any player vehicle.

public bool loadCustomizationAtFirst = false;      //  Loads the latest customization for the spawned vehicle.

public bool useRecord = false;     //  Use record / replay?

public List<RCC_Recorder> allRecorders = new List<RCC_Recorder>();     //  All recorders attached to the vehicles.

public RecordMode recordMode;          //       Record / replay state.

public List<RCC_CarControllerV3> allVehicles = new List<RCC_CarControllerV3>();    //  All vehicles.

public BCG_EnterExitPlayer activePlayerCharacter;      //  Current active player character controller.

public Terrain[] allTerrains;      //  All terrains.

public Terrains[] terrains;    //  All terrains with custom class.

public bool terrainsInitialized = false;      //  All terrains are initialized yet?


## Public Methods

public void Record() {}   //        Starting to record now.

public void Play() {}      //        Starting to replay now.

public void Stop() {}      //        Stops the record / replay now.

public void RegisterPlayer(RCC_CarControllerV3 playerVehicle) {}          //          Registers the target vehicle as player vehicle.

public void RegisterPlayer(RCC_CarControllerV3 playerVehicle, bool isControllable) {}     //          Registers the target vehicle as player vehicle with canControl state.

public void RegisterPlayer(RCC_CarControllerV3 playerVehicle, bool isControllable, bool engineState) {}          //          Registers the target vehicle as player vehicle with canControl and engine state.

public void DeRegisterPlayer() {}          //          Deregisters the player vehicle.

public void SetBehavior(int behaviorIndex) {}     //          Sets the new behavior with given index.

public void ChangeCamera() {}   //          Changes the camera mode to next camera mode.

public void Transport(Vector3 position, Quaternion rotation) {}   //          Transports the player vehicle to given location.

public void Transport(RCC_CarControllerV3 vehicle, Vector3 position, Quaternion rotation) {}     //          Transports the target vehicle to given location.

## Events

// Firing an event when main behavior changed.
public delegate void onBehaviorChanged();
public static event onBehaviorChanged OnBehaviorChanged;

// Firing an event when player vehicle changed.
public delegate void onVehicleChanged();
public static event onVehicleChanged OnVehicleChanged;