Importing Packages for Logitech Steering Wheels

First, you will need to import latest **Logitech Gaming SDK** to your project. You can import it from **RCC Settings** (**Tools → BCG → RCC → Edit Settings**) or here;

https://assetstore.unity.com/packages/tools/integration/logitech-gaming-sdk-6630

Then you have to import "**RCC Logitech Gaming SDK Integration**" package to your project. It can be found in the "**Addons"** folder. If you import integration package before importing the SDK, you will have compiler errors.

How does it work?

RCC_InputManager will read inputs of the steering wheel with the new input system. **RCC_CarControllerV3** will be using these inputs in **Inputs()** method.

Inputs of the **G920 / G29** steering wheel have been configured with the new input system. Inputs can be edited by **RCC_InputActions** (**\Resources**). Before the new input system, inputs were processed by hardcoded scripts with communicating scripts of the Logitech's SDK. Now, we don't have to do it with that way. New input system will take care of this. We will still use Logitech SDK for the force feedback.

What's inside _RCCLogitechSteeringWheelManager?

It initializes connected steering wheel with SDK at start. Also listening to vehicle collision events for force feedback effects. Force of the feedback can be adjusted here. This script only simulates force feedback, actuai inputs are processed by the new input system.