### **RCC\_Settings**

All shared settings can be found at the Tools  $\rightarrow$  BoneCracker Games  $\rightarrow$  Realistic Car Controller  $\rightarrow$  Edit Settings. (Shift + S). All RCC vehicles will take an instance of these settings and use them. These settings are global shared settings.

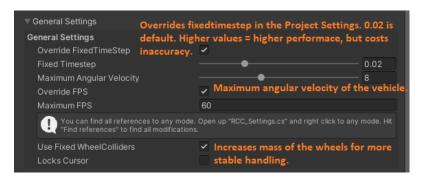


To access the instance, you can use **RCC\_Settings.Instance**; For example;

RCC\_Settings.Instance.mobileControllerEnabled = true;

All categories have been explained below...

### **General Settings**



<u>Override FixedTimeStep</u>: Overrides fixedtimestep in the Project Settings (Physics tab). 0.02 is default. On lower values, FixedUpdate() method will run much often, but costs performance. On higher values, method will run less frequently. Performance will increase, but costs inaccuracy of physics.

Override FPS: Sets Application.targetFrameRate to a fixed value.

Use Fixed WheelColliders: Increases mass of the wheels for more stable handling.

*Locks Cursor*: Locks cursor when the game starts. Can be unlocked with escape / back buttons.

### **Behavior Settings**

▼ Behavior Settings		1
Behavior Settings		
Using behavior preset will override wheelcollider set override anything.		
✓ Override Behavior	5 Behavior presets in the settings. You can ad	d vour
∀ Behavior Types	own behaviors, or delete any of them below	a your
Size		
▶ Simulator	Each behavior has limitors and adjusters. This	
▶ Racing	if drift behavior is selected, behavior will force	e ABS,
⊤ Drift	ESP, and TCS set to off.	
Behavior Name	Drift	
Steering Helpers		
Steering Helper		
Traction Helper		
Angular Drag Helper		
Counter Steering		
Limit Steering		
Steering Sensitivity	~	
Steering Type	Simple	
ABS		
ESP		
TCS	7	
Apply External Wheel Frictions	×	
Apply Relative Torque	~	
High Speed Steer Angle Minimum		
High Speed Steer Angle Maximum		
High Speed Steer Angle Atspeed Minimum		
High Speed Steer Angle Atspeed Maximum		
Counter Steering Minimum		
Counter Steering Maximum		
Steering Sensitivity Minimum		
Steering Sensitivity Maximum		
i i i i i i i i i i i i i i i i i i i		
Steer Helper Angular Vel Strength Minimum		0.1
Steer Helper Angular Vel Strength Maximur Steer Helper Linear Vel Strength Minimum		
Steer Helper Linear Vel Strength Minimum Steer Helper Linear Vel Strength Maximum		
Traction Helper Strength Minimum		0.2
Traction Helper Strength Maximum		0.2
· •		
Anti Roll Front Horizontal Minimum	500	
Anti Roll Rear Horizontal Minimum	500	

All behaviors in the demo are stored here. You can use, edit, remove any of them. Also you can add your own behavior too. Behaviors are simply checks settings of the car controller and limits some variables and set on / off stability systems. For example, in drift mode, all stability systems are set to off. And counter steering is limited to 1. You can select any behavior in your code by

#### RCC.SetBehavior(int index);

### **Controller Settings**

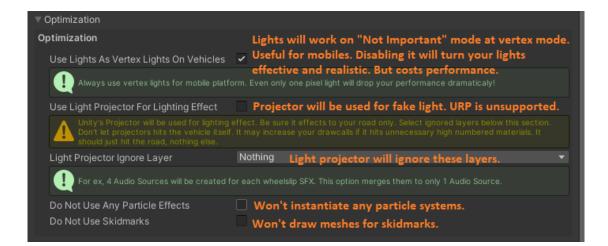
Controller Settings		
Mobile Controller Settings Mobile Controller Enabled	Mobile buttons will be ac	tivated and RCC_InputManager
Main Controller Settings	will receive inputs from t	he mobile buttons.
Units	KMH KMH or MPH?	
Use Automatic Gear	🗹 Shifts up & down with au	tomatic gear
Use Automatic Clutch	Adjusts clutch automatica	
Engines Are Running At Awake	Engine is always on when	
Auto Reverse	Shifts to reverse gear when nearly vehicle stops	
Auto Reset	Restores the vehicle if it's	
Contact Particles On Collisions	RCCContactSparkles	les used for collision, stratch, 📀
Scratch Particles On Collisions	DOOCratabCraddaa	vheel deflate
Wheel Deflate Particles	🗊 RCCWheelSparkles	⊙

# You can set mobile controller type by **RCC.SetMobileController(RCC\_SetMobileController(RCC\_SetTings.MobileController mobileController);**

### **SFX Settings**

	Configure Wheel Slip Sounds	
Main Audio Mixer	F Master (RCC_AudioMixer) Main RCC AudioMixer	0
Crashing Sounds	Each audioclip can be changed here.	
▶ Gear Shifting Sounds		
Indicator Clip	7 Indicator	
Bump Clip	7 Bump	0
Exhaust Flame Clips		
NOS Clip	" NOS	
Turbo Clip	🞜 Turbo	0
Blowout Clip		
Reverse Transmission Sound	.7 Reverse	0
Wind Sound		0
Brake Sound	🞜 Brakes	
Wheel Deflate Sound	.7 WheelDeflate	0
Wheel Inflate Sound	.7 WheelInflate	0
Wheel Flat Sound	.7 WheelFlat	0
Max Gear Shifting Sound Volume	And their maximum	- 0.5
Max Crash Sound Volume	volume	- 0.5
Max Wind Sound Volume		• 1
Max Brake Sound Volume	•	- 0.494

## Optimization



For mobile platform, you can enable the "**Use Lights As Vertex Lights**". This means, lights are not effective, and they will work on "Not Important" mode for avoid performance issues. For realistic lighting, you can disable this option. This option overrides cullingMask and renderMode of the light in **RCC\_Light.cs** script.

### **Tags & Layers**

▼ Tags & Layers			
Tags & Layers			
Set Tags And Layers Auto	Sets tag and layer of the vehicle.		
Vehicle Tag	Player Tag		
Vehicle Layer	RCC Layer		
WheelCollider Layer	RCC_WheelCollider WheelCollider Layer		
DetachablePart Layer	RCC_DetachablePart Detachable Part Layer		
Tag All Children Gameobjects	Will tag all children gameobjects of your vehicle as		
Be sure you have that tag and layer in your Tags & Layers			
All vehicles powered by Realistic Car Controller are using this layer. What does this layer do? It was used for masking wheel rays, light masks, and projector masks. Just create a new layer for vehicles from Edit> Project Settings> Tags & Layers, and select the layer here.			

Layers are used for unwanted collisions and raycast hits. For example, we don't want to collide wheelcollider with detachable part. Otherwise some weird things will happen.

### Resources

Resources		
Head Lights	🗊 HeadLight	
Brake Lights	🗊 BrakeLight	
Reverse Lights	😚 ReverseLight	
Indicator Lights	🗊 IndicatorLight	
Light Trailers	🗊 LightTrailer	
Mirrors	🗊 Mirrors	
Skidmarks Manager	RCCSkidmarksManager (RCC_SkidmarksManager)	
Light Projector	🗊 HeadlightProjector	
Exhaust Gas	◆ RCCExhaust	
Chassis Joint	🗊 ChassisJoint	
RCC Main Camera	RCCCamera (RCC_Camera)	
Hood Camera	HoodCamera	
Cinematic Camera	🗊 Cinematic Camera System	
RCC UI Canvas	🗊 RCCCanvas	
RCC Telemetry Canvas	TRCCTelemetry	

RCC will use these assets for the base structure. I wouldn't recommend you to change them unless you know what you are doing.