# **Realistic Car Controller V3.63**

First of all, thank you for purchasing and using Realistic Car Controller!

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#### You can find more updated details on

http://www.bonecrackergames.com/realistic-car-controller

https://www.youtube.com/playlist?list=PLRXTqAVrLDpoW58lKf8XA1AWD6kDkoKb1

(You can zoom in with CTRL + ScrollUp for enlarge PDF pages)

### **First to Do!**

Always backup your project before updating any asset or Unity Editor. Keep your own assets outside of the RealisticCarControllerV3 folder. Delete the entire folder, and import updated version.

RCC is using LayerMask for avoid unwanted raycast hits. Necessary layers are created automatically, but feel free to check them after the import. These layers must be selected in the RCC Settings. Also you can import it from the Welcome Screen, but it will <u>overwrite</u> your Tags & Layers.

Audio	Tags and Layers	Ø ‡ :
Editor Graphics	▼ Tags	
Input Manager	List is Empty	
Package Manager		+
Physics Physics 2D	▼ Sorting Layers	
Player		
Preset Manager		+ -
Script Execution Order	▼ Layers	
Tags and Layers		
VEX		
XR Plugin Management		
	User Layer 8	RCC
	User Layer 9	RCC_WheelCollider
	User Layer 10	RCC_DetachablePart
	User Layer 11	RCC_Trailer
	User Layer 12	RCC_Crasher
	User Layer 13	
	User Layer 14	
	User Layer 15	



(Tools  $\rightarrow$  BoneCracker Games  $\rightarrow$  Realistic Car Controller  $\rightarrow$  RCC Settings)

## **Script Execution Order**

RCC is using Script Execution Order for avoid unexpected event conflicts. This should be imported successfully when RCC installed, and doesn't require any action. Just make sure you have this order. You can check it in Edit  $\rightarrow$  Project Settings  $\rightarrow$  Script Execution Order.

	٩		
Audio Editor	Script Execution Order	(	0 ¢
Graphics	Add scripts to the custom order and drag them to reorder.		
Input Manager Input System Package Package Manager	Scripts in the custom order can execute before or after the default time and are exec to bottom. All other scripts execute at the default time in the order they are loaded.	uted from t	top
Physics	(Changing the order of a script may modify the meta data for more than one script.)		
Physics 2D Plaver	Photon.Pun.PhotonView	-16000	] -
Preset Manager	IngameDebugConsole.DebugLogManager	-9869	] - [
Quality	RCC_SceneManager	-1000	] - [
Tags and Lavers	UnityEngine.EventSystems.EventSystem	-1000	] - [
Time	BCG_EnterExitManager	-800	] - [
VFX	UnityEngine.InputSystem.PlayerInput	-100	] - [
XR Plugin Management	Default Time		
	BCG_EnterExitPlayer	700	] -
	BCG_EnterExitVehicle	800	] -
	BCG_EnterExitCharacterUICanvas	900	] - [
			+ •
			pply

#### **Overview**

Each vehicle has it's own RCC\_CarControllerV3.cs script. Each vehicle is responsible for own RCC\_CarControllerV3.cs. All global shared settings are located in RCC Settings (Tools  $\rightarrow$  BCG  $\rightarrow$  RCC  $\rightarrow$  Edit Settings). Lights, cameras, exhausts are addons and not required as an essential. Inputs are processed by RCC\_InputManager.cs script. It will receive corresponding inputs from the selected device. RCC\_SceneManager.cs is managing active player vehicle, other vehicles, Al vehicles, record/replay, Ul canvases, etc... All other main topics can be found below.

# RCC\_CarControllerV3.cs



8 Main Categories for easily and understandable creating / configurating vehicles.

Wheels, Steering, Suspensions, Mechanic Configuration, Stability, Lights, Sounds, and Damage.

All vehicles are sharing global settings, sounds, configurations via RCC Settings.

File Edit Assets GameObject	Component Tools Window Help		
🖑 🕂 S 🛠 🖾 🗌	Pivot      BoneCracker Games	Realistic Car Controller	Edit RCC Settings
Hierarchy Project		# Scene Came	Add Main Controller To Vehicle
▼ Create ▼ (Q	Assets ► RealisticCarControllerV3 ► Prefabs	1920×1080	Configure Ground Materials
	▶ ♥ E36 ▶ ♥ Model_Bus		Configure Changable Wheels
Q All Prefabs Q All Scripts	▶ ♥ Model_Cars_SUV ▶ ♥ Model_Cars_Van_Deliver		Create •
V Carlo	Model_Misc_Buggy		AI Controller

#### Creating new vehicles is explained in documentation named "**Realistic Car Controller** V3.53 How to Create New Vehicles."

Changing ground materials physics, particles, sounds, etc in Tools → BoneCracker Games → Realistic Car Controller → Configure Ground Materials. (Detailed explanation in documentation named "Realistic Car Controller V3.53 RCC\_GroundMaterials")

File Edit Assets GameObject O	Component Tools Window Help				
🕲 🕂 S 🗵 💷	Pivot BoneCracker Games	Realistic Car Controller	۶.	Edit RCC Settings	
🚝 Hierarchy 🕮 Project	â •	≡_ # Scene Came		Add Main Controller To Vehicle	
Create * Q	A 💊 🖈	1920×1080 * s	ici 👘		
▼ ☆ Favorites	Assets ► RealisticCarControllerV3 ► Prefa	b		Configure Ground Materials	
🔍 All Materials	▶ 🌍 E36			Configure Changable Wheels	
🔍 All Models	🕨 🖬 Model Bus				
Q All Prefabs	▶ ₩ Model_Cars_SUV			Create	→ [
🔍 All Scripts	▶ 🖬 Model Cars Van Deliver				_
	▶ ず Model_Misc_Buggy			AI Controller	- F
V Acceta	h Madel Caden				_

You may want to enable In-Scene buttons to create addons fastest way. Tools → BoneCracker Games → Realistic Car Controller → Enable In-Scene Buttons. (Detailed explanation in documentation named "Realistic Car Controller V3.53 How To Create New Vehicles")



Creating lights, exhausts, mirrors, cameras, etc in Tools → BoneCracker Games → Realistic Car Controller → Create. (Detailed explanation in documentation named "Realistic Car Controller V3.53 How To Create New Vehicles")

File Edit Assets GameObject	Component Tools Window Help			
	BoneCracker Games	Realistic Car Controller	Edit RCC Settings	
Hierarchy Project		# Scene Game	Add Main Controller To Vehicle	
▼	Assets > RealisticCarControllerV3 > Prefab:		Configure Ground Materials Configure Changable Wheels	
Q All Prefabs Q All Scripts	► G Model_Cars_SUV ► G Model_Cars_Van_Deliver ► G Model_Misc_Buggy		Create  AI Controller	Cameras + Lights +
▲ Assets ▲ AmericanSportsCar ▲ AmplifyColor	<ul> <li>Model_Sedan</li> <li>Model_Sofie@Driving by BUMSTRUM</li> <li>Model_Truck</li> </ul>			Misc +

Making vehicles controlled by AI in Tools  $\rightarrow$  BoneCracker Games  $\rightarrow$  Realistic Car Controller  $\rightarrow$  AI Controller. (Detailed explanation in documentation named "Realistic Car Controller V3.53 AI")

Tools UFPS NGUI Mobile Input Win	ndow Help			
BoneCracker Games	Realistic Car Controller	Edit Asset Settings		
	# Scene Came	Add Main Controller To Vehicle		
	16:10 Landscape (16:10) 🔹	Configure Ground Materials		Maximize on Pl
		AI Controller		Add Al Controller To Vehicle
		Arcontroller	<u> </u>	Add ALCONTIONEL TO VEHICLE
		Misc	•	Add Waypoints Container To Scene
				Add BrakeZones Container To Scene

### **RCC Settings**

Main RCC Settings. It's shared by all vehicles powered by RCC. Tools → BoneCracker Games → Realistic Car Controller → RCC Settings. (Detailed explanation in documentation named "Realistic Car Controller V3.53 RCC\_Settings")

Project <b>1</b> Inspector	🖪 Occlusion	프:: Lighting	OProject Settings	Services	🔀 Navigation		â
RCC_Settings						(	] <b>≓∜</b> Open
C Accet Settings Edit	or Window						
his editor will keep update pe	cessary asset files	in your project	for RCC. Don't change di	rectory of the "	Resources/RCC A	ssets".	
		,					
General Settings							
General Settings		_					
Override FixedTimeSte	p		0				
Fixed Timestep	aitu					0.0	02
Override FPS	reity	-	0			0	
Maximum FPS		60					
		0 1100			L us lies 1 - 6		
(1) You can find all ref modifications.	erences to any mode	. Open up "RC	C_Settings.cs" and right	click to any mo	de. Hit "Find refere	ences" to find all	
Use Fixed WheelCollide	ers	<b></b>					
Locks Cursor							
Behavior Settings							
Rehavior Settings							
Senavior Sectings							
Using behavior pre anything.	set will override whe	elcollider setti	ngs, chassis joint, antiroll	s, and other stu	iff. Using "Custom	" mode will not override	
🗌 Override Behavio	r						
▶ Behavior Types							
Simulator	Racing		Drift	Sem	i Arcade	Fun	
Controller Settings							
Main Controller Type							
Keyboard	Mobile		XBox	Logitech S	teering Wheel	Custom	
Keyboard Settings							
(!) In this mode, inpu	ts will be received fro	om Keyboard.					
Gas/Reverse Input Ax	is	Vertical					
Steering Input Axis		Horizontal					
Mouse X Input Axis		Mouse X					
Mouse Y Input Axis		Mouse Y					
() You can edit your	vertical and horizont	al input axis in	Edit> Project Settings	> Input.			
Handbrake		Space					+
Start/Stop Engine Key		I					+
Low Beam Headlights		L					+
High Beam Headlights		К					+
Change Camera		С					+
Indicator Right		E					+

Project 🛛 Inspector 🗖 Occlusion	🔄 Lighting 🐺 Project Settings Services 🔀 Navigation	
Main Controller Settings		
Units	КМН	0
Use VR / XR		
Use Automatic Gear		
Engines Are Running At Awake		
Auto Reverse		
Auto Reset		
Contact Particles On Collision	♥RCCContactSparkles	2
▼ UI Settings		
UI Dashboard Settings		
Use Telemetry	✓	
▼ Wheel Physics Settings		
Ground Physic Materials		
Ground Physic Materials 0	#RCCAsphaltPhysics 0	2
Ground Physic Materials 1	#RCCGrassPhysics 0	2
Ground Physic Materials 2		5
	Configure Ground Physic Materials	
		-
Sound FX		_
	Configure Wheel Slip Sounds	
Main Audio Mixer	+ Master (RCC_AudioMixer)	0
Crashing Sounds		
Jediester Clin	#Tadiaster	
Bump Clip	Bump	0
Exhaust Flame Clins	- Bump	č
NOS Clip	-NOS	0
Turbo Clip	# Turbo	0
▶ Blowout Clip		
Reverse Transmission Sound	#Reverse	0
Wind Sound	🚔 Wind	0
Brake Sound	🔲 Brakes	0
Max Gear Shifting Sound Volume	0.5	
Max Crash Sound Volume	0.5	i
Max Wind Sound Volume	01	i
Max Brake Sound Volume	0.494	Ī
Optimization		

🖻 Project 🛛 Inspector 🖪 Occlusion 🚓 Lighting 🗘 Project Settings Services 🔀 Navigation

1

Optimization		
Use Lights As Vertex Lights On Vehi	cles 🗹	
() Always use vertex lights for mobil	e platform. Even only one pixel light will drop your performance dramaticaly!	
Use Light Projector For Lighting Effe	ct 🗌	
Unity's Projector will be used for projectors hits the vehicle itself. nothing else.	ighting effect. Be sure it effects to your road only. Select ignored layers below this sec t may increase your drawcalls if it hits unnecessary high numbered materials. It shou	ction. Don't let Ild just hit the road,
Light Projector Ignore Layer	Nothing	
() For ex, 4 Audio Sources will be cr	eated for each wheelslip SFX. This option merges them to only 1 Audio Source.	
Do Not Use Any Particle Effects		
Do Not Use Skidmarks		
▼ Tags & Layers		
Tags & Layers		
Set Tags And Layers Auto	<b>V</b>	
Vehicle Layer	RCC	
Vehicle Tag	Player	
Tag All Children Gameobjects		
→ and projector masks. Just create a	new layer for vehicles from Edit> Project Settings> Lags & Layers, and select t	ne layer nere.
Resources		
Head Lights	♥ HeadLight	
Brake Lights	♥BrakeLight	
Reverse Lights	VeverseLight	
Indicator Lights	IndicatorLight	
Minuters	Sector Aller	
Skidmarks Manager	PRINTOTS     PROCSkidmarkeManager (PCC_SkidmarkeManager)	
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	@RCCTelemetry	
	Reset To Defaults	
	Open PDF Documentation	

# **Configurable Ground Materials**

Changing or adding new ground materials physics, particles, damps, sounds, etc in Tools → BoneCracker Games → Realistic Car Controller → Configure Ground Materials. (Detailed explanation in documentation named "Realistic Car Controller V3.53 RCC\_GroundMaterials")

4	RCC_Ground	IMaterials 🛛 🗐 🕫 🔅
ŗ	<b>Wheels Editor</b> This editor will keep (	update necessary .asset files in your project. Don't change
l	directory of the "Res Ground Material	ources/RCC Assets".
	RCCAsphaltPhy	sics (Default)
	Physic Material Wheel Sound Volume Wheel Particles Slip	Image: Construction of the second state of the second s
	RCCGrassPhysic	:s 🔀
	Physic Material Wheel Sound Volume Wheel Particles Slip	CCGrassPhysics O Forward Stiffness 0.8  GrassSkid O Sideways Stiffness 0.8  O.5  CCWhee O Wheel Skidmarks CCSkidr O  0.05 Damp  2
	RCCSandPhysic	s 🔀
	Physic Material Wheel Sound Volume Wheel Particles Slip	CCSandPhysics O Forward Stiffness 0.5  SandSkid O Sideways Stiffness 1  O.5  CCWhet O Wheel Skidmarks RCCSkidt O  O.02 Damp 2
	Terrain Ground	Materials
•	Terrain Physic Ma	terial
		Create New Ground Material
		< Return To Asset Settings
		Created by Buğra Özdoğanlar BoneCrackerGames

If WheelCollider hits a collider with one of the physic material in the list, changes will be applied to WheelCollider. You can check out demo scenes.

# **RCC Scene Manager**

Every scene will have this manager automatically. **RCC Scene Manager** contains current player vehicle, current player camera, current player UI, current player character, recording / replay mechanim, and other vehicles as well. Instead of finding current car controller, or camera on scene, RCC Scene Manager will find it and manage it only. All other scripts depending on player vehicle will take reference of the RCC Scene Manager. For ex, finding player vehicle on scene is **RCC\_SceneManager.Instance.activePlayerVehicle**. All other codes can be found at scripts documentation.



# **Controller Types**

RCC supports all controller types with the new input system. Each controller can be changed directly from RCC\_InputActions (Detailed explanation in documentation named "Realistic Car Controller V3.53 New Input System")

Logitech Steering requires Logitech Gaming SDK installed in your project.

# **Mobile Controller**

Mobile controller is using my own input system instead of the new input manager. Each UI controller button has "RCC\_UIController.cs" script for inputs. These buttons feeds RCC\_InputManager with normalized float values. You can adjust UI buttons sensitivity and gravity from RCC Settings. Switching mobile controller to the new input manager is easy, however I don't recommend to do this. Because UI buttons will simulate gamepad buttons in this case.







### **About Mobile Usement On City Scene**

City scene has lot of specular maps with alpha channels. Textures with alpha channels and bump maps are heavy for mobile devices. In Demo APK in my website is not using any texture with alpha channels. Also all standard shaders are replaced with mobile shaders in **RCC City Mobile** scene at the demo. If you build an APK without editing materials, you may get performance loss on low-end devices.

# **Keyboard Shortcuts**

Keyboard shortcuts can be used if "**Use Shortcuts**" is enabled in the **RCC Settings**. It's disabled by default.

Shift + R = Add main controller to the vehicle

Shift + S = RCC Settings

Shift + E = Enable In-Scene editor buttons

Some packages may conflict with the shortcuts. For example, removing road key in EasyRoads (Shift + R) will conflict with this. To remove or change any shortcut, disable "Use Shortcuts" in the RCC Settings.

#### **RCC Camera**

Main camera system designed for using with RCC. Related with vehicle stats and includes six different camera modes with many customizable settings. It doesn't use different individual cameras on your scene. Simply it parents the camera to their positions, and that's all.

If your scene doesn't have RCC Camera, you can create it from Tools  $\rightarrow$  BoneCracker Games  $\rightarrow$  Realistic Car Controller  $\rightarrow$  Create  $\rightarrow$  Cameras  $\rightarrow$  Add RCC Camera To Scene.

BoneCracker Games >	Realistic Car Controller	>	Edit RCC Settings				
a +≡ ## Scene	Quick Switch To Mobile		Add Main Controller To Vehicle				*1
Shaded T Shaded	Quick Switch To Keyboard		Configure Ground Materials Configure Changable Wheels Configure Recorded Clips		Gizt	nos * (	z v z
>			Create	>	Cameras	>	Add RCC Camera To Scene
			Al Controller	>	Lights	>	Add Hood Camera To Vehicle
		1	Help		UI	>	Add Wheel Camera To Vehicle
					Misc	>	
		and the second	Enable In-Scene Buttons		ALC: NO.	a state	
		and the	Disable In-Scene Buttons		amera		
		and the second se					

	-1- T			
Main Camera designed for RCC. It includes 6 different camera modes. It doesn't use many cameras for different modes like *other* assets. Just one single camera handles them.				
	7.0			
None (RCC_Car Controller V3)	0			
@Pivot	0			
TPS	+			
6				
2				
10	_			
3	_			
50				
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7				
X 0 Y 0 7 0 25				
Mixed	+			
	Addes 6 different camera modes. It doesn't use many cameras for different camera handles them.			

Jse Hood Camera Mode				
() Be sure your vehicle has "Hood Came Tools> BCG> RCC> Camera	era''. Camera will be parented to this gameobject. You can create it from Systems> Add Hood Camera.			
Hood Camera FOV	60			
Use Orbit	<b>v</b>			
Wheel				
Use Wheel Camera Mode				
① Be sure your vehicle has "Wheel Camera". Camera will be parented to this gameobject. You can create it from Tools> BCG> RCC> Camera Systems> Add Wheel Camera.				
Wheel Camera FOV	60			
Fixed				
Use Fixed Camera Mode	<b>I</b>			
() Fixed Camera is overrided by "Fixed	Camera System" on your scene.			
s	elect Fixed Camera System			
Cinematic				
<b>Cinematic</b> Use Cinematic Camera Mode				
<b>Cinematic</b> Use Cinematic Camera Mode ① Cinematic Camera is overrided by "C	☑ inematic Camera System" on your scene.			
<b>Cinematic</b> Use Cinematic Camera Mode ① Cinematic Camera is overrided by "C	☑ inematic Camera System" on your scene.			
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Cinematic Use Cinematic Camera Mode Cinematic Camera is overrided by "C Cinematic Camera is overrided by "C Sele Orbit Orbit X Speed Orbit Y Speed Orbit Y Speed Orbit Y Smooth Min Orbit Y Max Orbit Y Resets orbit rotation after 2 seconds. Top-Down Use Top Camera Mode	✓         inematic Camera System" on your scene.         ext Cinematic Camera System         100         100         100         100         100         100         100         100         100         100         0         ✓			
Cinematic Use Cinematic Camera Mode Cinematic Camera is overrided by "C Cinematic Camera is overrided by "C Sele Orbit X Orbit X Orbit X Speed Orbit Y Max Orbit Y Max Orbit Y Resets orbit rotation after 2 seconds. Top-Down Use Top Camera Mode Use Ortho Mode	✓         Inematic Camera System" on your scene.         act Cinematic Camera System         100         100         40         -15         70         ✓			
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Each camera mode can be customized here. **TPS** mode is required, and all other modes are optional. If you don't want to use hood, wheel, fixed, cinematic camera, top-down modes, you can just disable them here.

# **Record / Replay**

Complete physics and input based record / replay system. Player vehicle and all active Al vehicles can record / replay. All you have to do is press "R" for start recording, and "P" for start replay. These buttons can be changed in RCC\_InputActions. And of course, there is a UI button for mobile.

**RCC\_Recorder** can be found at attached to **\_RCCSceneManager** on your scene. You can enable or disable it. Script will be added at awake, or you can add it by manually if enabled. You can use RCC's API for start record / replay at runtime. For ex;

#### RCC. StartStopReplay ();

#### RCC. StartStopReplay (RCC\_Recorder.Recorded recordedClip);

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

RCC. StartStopReplay (RCC\_Recorder.Recorded recordedClip);

All records are stored in RCC\_Records. You can access it from Tools  $\rightarrow$  BCG  $\rightarrow$  RCC  $\rightarrow$ Configure Recorded Clips.



RCC_Records	🛐 🚽 🌣 Open
RCC Records Editor Window	
This editor will keep update necessary .asset files in your project for RCC. Don't chang of the "Resources/RCC Assets".	e directory
All recorded clips are stored here. Replaying any recorded clip is so easy. Just use "RCC.StartStopReplay(recordIndex or recordClip)" in your script!	
Recorded Clips	
0_E36_Photon(Clone)1001	X
1_Model_Bus_Photon(Clone)1002	X
2_Model_Cars_SUV_Photon(Clone)1003	×
3_Model_Cars_Van_Deliver_Photon(Clone)1004	X
4_Model_Misc_Buggy_Photon(Clone)1005	×
5_Model_Sofie@Driving by BUMSTRUM_Photon(Clone)1006	X
6_Model_Truck_Photon(Clone)1007	×
7_Model_Trucks_Flatbed_Photon(Clone)1008	×
L Delete All Records	

#### **Customization**

You can customize your vehicles by just calling a single method. Please take a look at "Realistic Car Controller V3.53 Scripts" documentation. All methods in RCC\_Customization are explained there.

# **How The Customization Panel Works**

I wrote a example script called "RCC\_CustomizerExample.cs" which uses static methods in RCC\_Customization.cs. Script is attached to RCCCanvas. UI buttons in customization panel sends methods to this example script. And this example script uses static methods in RCC\_Customization.cs for making changes. Let me explain it with simple examples;

We want to change front suspension distance of our vehicle. So, we have to call;

RCC\_Customization.SetFrontSuspensionsDistances (targetRCC, targetValue);

We want to repair our car. So, we have to call;

RCC\_Customization. RepairCar (targetRCC);

We want to change drivetrain of our car to AWD. So, we have to call it;

#### RCC\_Customization. SetDrivetrainMode (targetRCC, RCC\_CarControllerV3 WheelType AWD);

And goes on... Simply take a look at all methods in **RCC\_CustomizerExample.cs** script, you will see how I customized the player vehicle by using **RCC\_Customization.cs** script.

▼ @ 🗹 RCC_Customizer Example (Script)		🔯 🌣,
Script	@RCC_CustomizerExample	0
Current Car		
Car	Prefab (1) (RCC CarControllerV3)	0
117 M		
Wheels Menu	Wheels	
Configuration Menu	Configurations	
Steering Assistances Menu	Steering Asistances	
Colors Menu	Colors	
Colors Menu	Colora	
UI Sliders		
Front Camber	EFront Camber (Slider)	•
Rear Camber	Rear Camber (Slider)	0
Front Suspension Distances	Front Suspensions (Slider)	•
Rear Suspension Distances	Rear Suspensions (Slider)	•
Front Suspension Dampers	Front Suspension Spring Damp (Slider)	0
Rear Suspension Dampers	Rear Suspension Spring Damp (Slider)	0
Front Suspension Springs	Front Suspension Spring Force (Slider)	0
Rear Suspension Springs	Rear Suspension Spring Force (Slider)	0
Gear Shifting Threshold	Gear Shifting Threshold (Slider)	0
UI Togales		
TCS	✓TCS Button (Toggle)	0
ABS	ABS Button (Toggle)	0
ESP	ESP Button (Toggle)	0
SH	SH Button (Toggle)	0
Counter Steering	Counter Steering (Toggle)	0
UT TopotEigldg		
Max Speed	Maximum Speed (InputField)	
Max Brake	Maximum Brake (InputField)	
Max Torque	Maximum Torque (InputField)	
Hax forque		0
UI Dropdown Menus		
Drivetrain Mode	▼Drivetrain Mode (Dropdown)	0

This example script handles all UI menus, buttons, sliders, toggles, inputfields, and dropdown menus of the customization panel. It just receives inputs from UI, and fires necessary actions.

### Credits

Driver Sofie, her animations, and her car model made by 3DMaesen. You can access 3DMaesen asset store from this link;

http://u3d.as/2vg

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# Ekrem Buğra Özdoğanlar

# Bonecrackergames@gmail.c om