RCC_Customization

Public Static Methods

/// Set Customization Mode. This will enable / disable controlling the vehicle, and enable / disable orbit camera mode.
public static void SetCustomizationMode(RCC_CarControllerV3 vehicle, bool state) {}

///   Enable / Disable Smoke Particles. You can use it for previewing current wheel smokes.
public static void SetSmokeParticle(RCC_CarControllerV3 vehicle, bool state) {}

/// Set Headlights Color.
public static void SetHeadlightsColor(RCC_CarControllerV3 vehicle, Color color) {}

/// Enable / Disable Exhaust Flame Particles.
public static void SetExhaustFlame(RCC_CarControllerV3 vehicle, bool state) {}

/// Set Front Wheel Cambers.
public static void SetFrontCambers(RCC_CarControllerV3 vehicle, float camberAngle) {}

/// Set Rear Wheel Cambers.
public static void SetRearCambers(RCC_CarControllerV3 vehicle, float camberAngle) {}

/// Change Wheel Models. You can find your wheel models array in Tools --> BCG --> RCC --> Configure Changable Wheels.
public static void ChangeWheels(RCC_CarControllerV3 vehicle, GameObject wheel, bool applyRadius) {}

/// Set Front Suspension targetPositions. It changes targetPosition of the front WheelColliders.
public static void SetFrontSuspensionsTargetPos(RCC_CarControllerV3 vehicle, float targetPosition) {}

/// Set Rear Suspension targetPositions. It changes targetPosition of the rear WheelColliders.
public static void SetRearSuspensionsTargetPos(RCC_CarControllerV3 vehicle, float targetPosition) {}

/// Set All Suspension targetPositions. It changes targetPosition of the all WheelColliders.
public static void SetAllSuspensionsTargetPos(RCC_CarControllerV3 vehicle, float targetPosition) {}

/// Set Front Suspension Distances.
public static void SetFrontSuspensionsDistances(RCC_CarControllerV3 vehicle, float distance) {}

/// Set Drivetrain Mode.
public static void SetDrivetrainMode(RCC_CarControllerV3 vehicle, RCC_CarControllerV3.WheelType mode) {}

/// Set Gear Shifting Threshold. Automatic gear will shift up at earlier rpm on lower values. Automatic gear will shift up at later rpm on higher values.
```
public static void SetGearShiftingThreshold(RCC_CarControllerV3 vehicle, float targetValue) {}
```

/// Set Clutch Threshold. Automatic gear will shift up at earlier rpm on lower values. Automatic gear will shift up at later rpm on higher values.
```
public static void SetClutchThreshold(RCC_CarControllerV3 vehicle, float targetValue) {}
```

/// Enable / Disable Counter Steering while vehicle is drifting. Useful for avoid spinning.
```
public static void SetCounterSteering(RCC_CarControllerV3 vehicle, bool state) {}
```

/// Enable / Disable Steering Limiter while vehicle is drifting. Useful for avoid spinning.
```
public static void SetSteeringLimit(RCC_CarControllerV3 vehicle, bool state) {}
```

/// Enable / Disable NOS.
```
public static void SetNOS(RCC_CarControllerV3 vehicle, bool state) {}
```

/// Enable / Disable Turbo.
```
public static void SetTurbo(RCC_CarControllerV3 vehicle, bool state) {}
```

/// Enable / Disable Exhaust Flames.
```
public static void SetUseExhaustFlame(RCC_CarControllerV3 vehicle, bool state) {}
```

/// Enable / Disable Rev Limiter.
```
public static void SetRevLimiter(RCC_CarControllerV3 vehicle, bool state) {}
```

/// Set Front Suspension Spring Force.
```
public static void SetFrontSuspensionsSpringForce(RCC_CarControllerV3 vehicle, float targetValue) {}
```

/// Set Rear Suspension Spring Force.
```
public static void SetRearSuspensionsSpringForce(RCC_CarControllerV3 vehicle, float targetValue) {}
```

/// Set Front Suspension Spring Damper.
```
public static void SetFrontSuspensionsSpringDamper(RCC_CarControllerV3 vehicle, float targetValue) {}
```

/// Set Rear Suspension Spring Damper.
```
public static void SetRearSuspensionsSpringDamper(RCC_CarControllerV3 vehicle, float targetValue) {}
```

/// Set Maximum Speed of the vehicle.
```
public static void SetMaximumSpeed(RCC_CarControllerV3 vehicle, float targetValue) {}
```

/// Set Maximum Engine Torque of the vehicle.
```
public static void SetMaximumTorque(RCC_CarControllerV3 vehicle, float targetValue) {}
```

/// Set Maximum Brake of the vehicle.
```
public static void SetMaximumBrake(RCC_CarControllerV3 vehicle, float targetValue) {}
```

```csharp
/// Repair vehicle.
public static void Repair(RCC_CarControllerV3 vehicle) {}

/// Enable / Disable ESP.
public static void SetESP(RCC_CarControllerV3 vehicle, bool state) {}

/// Enable / Disable ABS.
public static void SetABS(RCC_CarControllerV3 vehicle, bool state) {}

/// Enable / Disable TCS.
public static void SetTCS(RCC_CarControllerV3 vehicle, bool state) {}

/// Enable / Disable Steering Helper.
public static void SetSH(RCC_CarControllerV3 vehicle, bool state) {}

/// Set Steering Helper strength.
public static void SetSHStrength(RCC_CarControllerV3 vehicle, float value) {}

/// Set Transmission of the vehicle.
public static void SetTransmission(bool automatic) {}

/// Save all stats with PlayerPrefs.
public static void SaveStats(RCC_CarControllerV3 vehicle) {}

/// Load all stats with PlayerPrefs.
public static void LoadStats(RCC_CarControllerV3 vehicle) {}

/// Resets all stats and saves default values with PlayerPrefs.
public static void ResetStats(RCC_CarControllerV3 vehicle, RCC_CarControllerV3 defaultCar) {}
```