RaycastHit hit;

private int SurfaceValue;

[SerializeField]

private LayerMask \_surfacesLM;

[SerializeField]

private float distance;

[SerializeField]

private Transform \_rayOrigin;

void SurfaceCheck()

{

if (Physics.Raycast(\_rayOrigin.position, Vector3.down, out hit))

{

SurfaceValue = hit.collider.tag switch

{

"Stone" => 0,

"Water" => 1,

"Gravel" => 2,

"Wood" => 3,

\_ => 0,

};

}

}

// Update is called once per frame

void Update()

{

SurfaceCheck();

Debug.Log(SurfaceValue);

}