using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.UI;  
using UnityEngine.Networking;  
  
public class Health : NetworkBehaviour {  
  
    public const int maxHealth = 100;  
    [SyncVar (hook="OnChangeHealth")] public int currentHealth = maxHealth;  
    public RectTransform healthbar;  
    public bool destroyOnDeath;  
    private NetworkStartPosition[] spawnPoints;  
  
    void Start ()  
    {  
        if (isLocalPlayer)   
        {  
            spawnPoints = FindObjectsOfType<NetworkStartPosition> ();  
        }  
    }  
  
  
    public void TakeDamage (int amount)   
    {  
        if (!isServer)   
        {  
            return;  
        }  
  
        currentHealth -= amount;  
  
        if (currentHealth <= 0)   
        {  
            if (destroyOnDeath)   
            {  
                Destroy (gameObject);  
            } else   
            {  
                currentHealth = maxHealth;  
                RpcSpawing();  
            }  
        }  
  
    }  
  
    void OnChangeHealth(int health)  
    {  
        healthbar.sizeDelta = new Vector2 (health \* 2, healthbar.sizeDelta.y);  
    }  
  
    [ClientRpc]  
    void RpcSpawing()  
    {   
        if (isLocalPlayer)   
        {

~~transform.position = Vector3.zero;~~

            Vector3 spawnPoint = Vector3.zero;  
  
            if (spawnPoints != null && spawnPoints.Length> 0)   
            {  
                spawnPoint = spawnPoints [Random.Range (0, spawnPoints.Length)].transform.position;  
            }  
  
            transform.position = spawnPoint;  
        }  
    }  
  
}