using UnityEngine;

namespace SkillTree

{

public class ReloadState : StateMachineBehaviour

{

public float reloadTime = 0.7f;

bool hasReloaded = false;

override public void OnStateEnter(Animator animator, AnimatorStateInfo stateInfo, int layerIndex)

{

hasReloaded = false;

}

override public void OnStateUpdate(Animator animator, AnimatorStateInfo stateInfo, int layerIndex)

{

if (hasReloaded)

return;

if (stateInfo.normalizedTime >= reloadTime)

{

animator.GetComponent<GunController>().Reload();

hasReloaded = true;

}

}

override public void OnStateExit(Animator animator, AnimatorStateInfo stateInfo, int layerIndex)

{

hasReloaded = false;

}

}

}