using UnityEngine;

public class Road : MonoBehaviour

{

private int id;

public int Id { get => id; set => id = value; }

private Vector3 prevPosition;

private Vector3 nowPosition;

public GameObject roadObject;

/// <summary>

/// 道路

/// </summary>

public Line[] lines;

/// <summary>

/// 道路是否允许通行

/// </summary>

public RoadTypeEnum roadType;

private ObjectData objectData = new ObjectData();

private void Start()

{

// this is used for preset scene

// to check whether the road is car source

if (GetComponent<OriginRoad>() != null)

{

roadType = RoadTypeEnum.SOURCE;

}

else

{

roadType = RoadTypeEnum.NORMAL;

}

// generate id for road

var random = new System.Random();

id = random.Next(1, int.MaxValue);

// add the road itself to savelist

if (objectData.id == 0)

{

objectData.id = id;

SaveData.current.objects.Add(objectData);

}

if (RectangleSelector.current != null)

{

RectangleSelector.current.Selectable.Add(this.gameObject);

}

GameEvents.current.OnLoadEvent += DestorySelf;

GameEvents.current.OnDeleteEvent += DestroySelf;

lines = GetComponentsInChildren<Line>();

foreach (Line line in lines)

{

line.fatherRoad = this;

}

}

private void Update()

{

objectData.position = transform.position;

objectData.rotation = transform.rotation;

objectData.roadType = roadType;

foreach (Line line in lines)

{

line.fatherRoad = this;

}

}

private void OnDestroy()

{

RectangleSelector.current.Selectable.Remove(this.gameObject);

SaveData.current.objects.Remove(objectData);

GameEvents.current.OnLoadEvent -= DestorySelf;

GameEvents.current.OnDeleteEvent -= DestroySelf;

}

private void DestorySelf()

{

Destroy(this.gameObject);

}

private void DestroySelf(int id)

{

if (id == gameObject.GetInstanceID())

{

Destroy(this.gameObject);

}

}

}

public enum RoadTypeEnum

{

NORMAL,

SOURCE

}