﻿using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Drawline : MonoBehaviour {

private LineRenderer lineRenderer;

private float counter;

private float dist;

public Transform origin;

public Transform destination;

public float lineDrawspeed = 6f;

// Start is called before the first frame update

void Start()

{

lineRenderer = GetComponent<LineRenderer>();

lineRenderer.SetPosition(0, origin.position);

lineRenderer.SetWidth(.5f, .5f);

dist = Vector3.Distance(origin.position, destination.position);

}

// Update is called once per frame

void Update()

{

if(counter<dist)

{

counter += .1f / lineDrawspeed;

float x = Mathf.Lerp(0, dist, counter);

Vector3 pointA = origin.position;

Vector3 pointB = destination.position;

Vector3 pointAlongline = x \* Vector3.Normalize(pointB - pointA) + pointA;

lineRenderer.SetPosition(1, pointAlongline);

}

}

}