using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class AABB : MonoBehaviour

{

private MeshRenderer meshRenderer = null;

public Bounds bounds;

public Vector3 hitpoint;

public bool drawHitpoint = false;

private bool drawAABB = false;

GameObject hitpointSphere = null;

void Start()

{

meshRenderer = this.GetComponent<MeshRenderer>();

bounds = meshRenderer.bounds;

}

void Update()

{

if (transform.hasChanged)

{

bounds = meshRenderer.bounds;

}

if (!drawAABB)

{

if (hitpointSphere != null) Object.Destroy(hitpointSphere);

return;

} else {

Popcron.Gizmos.Bounds(bounds, Color.green);

if (drawHitpoint)

{

if (hitpointSphere == null)

{

hitpointSphere = GameObject.CreatePrimitive(PrimitiveType.Sphere);

Renderer renderer = hitpointSphere.GetComponent<Renderer>();

Material material = new Material(Shader.Find("Diffuse"));

material.color = Color.green;

renderer.material = material;

renderer.shadowCastingMode = UnityEngine.Rendering.ShadowCastingMode.Off;

}

hitpointSphere.transform.position = hitpoint;

hitpointSphere.transform.localScale = 0.05f \* Vector3.one;

}

else

{

if (hitpointSphere != null) Object.Destroy(hitpointSphere);

}

}

}

public void showAABBToggle(bool tog)

{

drawAABB = !drawAABB;

}

}