

```
1 using System;
2 using UnityEngine;
3 using UnityStandardAssets.CrossPlatformInput;
4
5 namespace UnityStandardAssets.Vehicles.Car
6 {
7     [RequireComponent(typeof (CarController))]
8     public class CarUserControl : MonoBehaviour
9     {
10         private CarController m_Car; // the car controller we want to
11
12         private void Awake()
13         {
14             // get the car controller
15             m_Car = GetComponent<CarController>();
16         }
17
18         private void FixedUpdate()
19         {
20             if (SaveScript.RaceStart == true)
21             {
22                 // pass the input to the car!
23                 if (SaveScript.RaceStart == true)
24                 {
25                     float h = CrossPlatformInputManager.GetAxis("Horizontal");
26                     float v = CrossPlatformInputManager.GetAxis("Vertical");
27
28
29
30                     if (SaveScript.Joypad == true)
31                     {
32                         if (CrossPlatformInputManager.GetButton("Fire1"))
33                         {
34                             v = 2.0f;
35                         }
36                     }
37                 }
38             }
39         }
40     }
41 }
```

```
36         if (CrossPlatformInputManager.GetButton("Fire2"))
37         {
38             v = -0.5f;
39         }
40         if (!CrossPlatformInputManager.GetButton("Fire2") && !CrossPlatformInputManager.GetButton("Fire1"))
41         {
42             v = 0;
43         }
44     }
45
46     if (v < 0 && h != 0)
47     {
48         SaveScript.BrakeSlide = true;
49     }
50     if(v >= 0)
51     {
52         SaveScript.BrakeSlide = false;
53         SaveScript.IsReversing = false;
54     }
55
56     if(v < 0 && SaveScript.Speed > 0 && SaveScript.Speed < 1)
57     {
58         Debug.Log("Reversing");
59         SaveScript.IsReversing = true;
60     }
61
62     #if !MOBILE_INPUT
63         float handbrake = CrossPlatformInputManager.GetAxis("Jump");
64         m_Car.Move(h, v, v, handbrake);
65     #else
66
67         m_Car.Move(h, v, v, 0f);
68     #endif
69     }
70 }
```

71        }

72

73        }

74    }

75