

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityStandardAssets.Vehicles.Car;
5
6 public class SaveScript : MonoBehaviour
7 {
8     public static float Speed;
9     public static bool IsReversing = false;
10    public static float TopSpeed;
11    public static bool BrakeSlide;
12    public static int Gear;
13    public static int LapNumber;
14    public static bool LapChange = false;
15    public static float LapTimeMinutes;
16    public static float LapTimeSeconds;
17    public static float RaceTimeMinutes;
18    public static float RaceTimeSeconds;
19    public static float BestLapTimeM;
20    public static float BestLapTimeS;
21    public static float LastLapM;
22    public static float LastLapS;
23    public static float GameTime;
24    public static float LastCheckPoint1;
25    public static float ThisCheckPoint1;
26    public static float LastCheckPoint2;
27    public static float ThisCheckPoint2;
28    public static bool CheckPointPass1 = false;
29    public static bool CheckPointPass2 = false;
30    public static bool NewRecord = false;
31    public static bool OnTheRoad = true;
32    public static bool OnTheTerrain = false;
33    public static bool Rumble1 = false;
34    public static bool Rumble2 = false;
35    public static bool WrongWay = false;
```

```
36     public static bool HalfWayActivated = true;
37     public static bool WWTextReset = false;
38     public static bool RaceStart = false;
39     public static float TimeTrialMinG;
40     public static float TimeTrialMinS;
41     public static float TimeTrialMinB;
42     public static float TimeTrialSecondsG;
43     public static float TimeTrialSecondsS;
44     public static float TimeTrialSecondsB;
45     public static int MaxLaps;
46     public static bool RaceOver = false;
47     public static int PlayerPosition;
48     public static bool Gold = false;
49     public static bool Silver = false;
50     public static bool Bronze = false;
51     public static bool Fail = false;
52     public static float PenaltySeconds = 0;
53     public static int AICar1LapNumber = 0;
54     public static int AICar2LapNumber = 0;
55     public static int AICar3LapNumber = 0;
56     public static int AICar4LapNumber = 0;
57     public static int AICar5LapNumber = 0;
58     public static int AICar6LapNumber = 0;
59     public static int AICar7LapNumber = 0;
60     public static int FinishPositionID = 0;
61     public static Color32 SportsCarColor;
62     public static Color32 PreviewCarColor;
63     public static int SportsCarID;
64     public static bool Joypad = false;
65     //public static bool BrakeSlide = false;
66
67
68
69     // Start is called before the first frame update
70     void Start()
```

```
71     {
72
73     }
74
75     // Update is called once per frame
76     void Update()
77     {
78         if (RaceOver == false)
79         {
80             if (LapChange == true)
81             {
82                 LapChange = false;
83                 LapTimeMinutes = 0f;
84                 LapTimeSeconds = 0f;
85                 GameTime = 0f;
86             }
87
88             if (LapNumber >= 1)
89             {
90                 LapTimeSeconds = LapTimeSeconds + 1 * Time.deltaTime;
91                 RaceTimeSeconds = RaceTimeSeconds + 1 * Time.deltaTime;
92                 GameTime = GameTime + 1 * Time.deltaTime;
93             }
94             if (LapTimeSeconds > 59)
95             {
96                 LapTimeSeconds = 0f;
97                 LapTimeMinutes++;
98             }
99             if (RaceTimeSeconds > 59)
100             {
101                 RaceTimeSeconds = 0f;
102                 RaceTimeMinutes++;
103             }
104         }
105     }
```

```
106     }  
107 }  
108
```