using UnityEngine;

using System.Collections;

public class ControlAndroid : MonoBehaviour

{

float angulo = 0;

public GameObject prefab;

public GameObject prefab2;

public GameObject prefab3;

public int eleccion = 1;

int toactivate = 0;

public Transform toparent;

bool nueva = false;

bool rotar = true;

GameObject[] figura = new GameObject[360];

// public int interfaz=0; //0 para teclado, 1 para telefono

// Update is called once per frame

void Update()

{

if (rotar)

{

if (Input.GetKey(KeyCode.Return))

{

/\*if (nueva)

{

borrarfigura();

nueva = false;

rotar = true;

}

Vector3 p = this.transform.position;

GameObject o = null;

switch (eleccion)

{

case 1:

o = (GameObject)Object.Instantiate(prefab, p, Quaternion.Euler(0.0f, angulo, 0.0f)); break;

case 2:

o = (GameObject)Object.Instantiate(prefab2, p, Quaternion.Euler(0.0f, angulo, 0.0f)); break;

case 3:

o = (GameObject)Object.Instantiate(prefab3, p, Quaternion.Euler(0.0f, angulo, 0.0f)); break;

}

if (o != null)

{

//o.transform.parent = this.transform.parent;

o.transform.parent = toparent;

angulo = angulo + 0.5f;

if (angulo == 360)

rotar = false;

}\*/

if (toactivate < 360)

{

figura[toactivate++].SetActive(true);

}

}

}

if (!isActiveAndEnabled)

return;

int nbTouches = Input.touchCount;

if (nbTouches > 0)

{

/\* if (nueva)

{

borrarfigura();

nueva = false;

rotar = true;

}

if (rotar == true)

{

for (int i = 0; i < nbTouches; i++)

{

Touch touch = Input.GetTouch(i);

Vector3 p = this.transform.position;

GameObject o = null;

switch (eleccion)

{

case 1:

o = (GameObject)Object.Instantiate(prefab, p, Quaternion.Euler(0.0f, angulo, 0.0f)); break;

case 2:

o = (GameObject)Object.Instantiate(prefab2, p, Quaternion.Euler(0.0f, angulo, 0.0f)); break;

case 3:

o = (GameObject)Object.Instantiate(prefab3, p, Quaternion.Euler(0.0f, angulo, 0.0f)); break;

}

if (o != null)

{

//o.transform.parent = this.transform.parent;

o.transform.parent = toparent;

angulo = angulo + 0.5f;

if (angulo == 360)

rotar=false;

}

}

}\*/

if (toactivate < 360)

{

figura[toactivate++].SetActive(true);

}

}

}

public void setEleccion(int sel)

{

if (sel < 1 || sel > 3)

return;

if (eleccion != sel)

{

borrarfigura();

eleccion = sel;

nueva = true;

rotar = true;

angulo = 0;

Vector3 p = this.transform.position;

for (int n = 0; n < 360; n++)

{

switch (eleccion)

{

case 1:

figura[n] = (GameObject)Object.Instantiate(prefab, p, Quaternion.Euler(0.0f, angulo, 0.0f));

break;

case 2:

figura[n] = (GameObject)Object.Instantiate(prefab2, p, Quaternion.Euler(0.0f, angulo, 0.0f));

break;

case 3:

figura[n] = (GameObject)Object.Instantiate(prefab3, p, Quaternion.Euler(0.0f, angulo, 0.0f));

break;

}

figura[n].transform.parent = toparent;

figura[n].SetActive(false);

angulo = angulo + 1;

}

toactivate = 1;

figura[0].SetActive(true);

}

}

void borrarfigura()

{

for (int i = 0; i < toparent.childCount; i++)

{

Destroy(toparent.GetChild(i).gameObject);

}

}

}