

```
local tool = script.Parent
local toggle = tool:WaitForChild("Toggle")
local part = tool:WaitForChild("Handle")
local pos = tool:WaitForChild("pos")
local m
local u
local run = game:GetService("RunService").RenderStepped
local on = false
local equipped = true

local storepos = coroutine.create(function(mouse)
    while equipped do
        pos.Value = mouse.Hit.p
        run:wait()
    end
end)

tool.Equipped:connect(function()
    local player = game:GetService("Players").LocalPlayer
    repeat run:wait() until player.Character
    local character = player.Character
    local mouse = player:GetMouse()
    coroutine.resume(storepos, mouse)
    m = mouse.Button1Down:connect(function()
        on = true
        toggle:FireServer(true)
    end)
    u = mouse.Button1Up:connect(function()
        if not on then return end
        on = false
        toggle:FireServer(false)
    end)
end)

tool.Unequipped:connect(function()
    m:disconnect()
    u:disconnect()
    equipped = false
    if not on then return end
    on = false
    toggle:FireServer(false)
end)
```