using UnityEngine;

using System.Collections;

public class HT\_HatController : MonoBehaviour {

public Camera cam;

private float maxWidth;

private bool canControl;

// Use this for initialization

void Start () {

if (cam == null) {

cam = Camera.main;

}

Vector3 upperCorner = new Vector3 (Screen.width, Screen.height, 0.0f);

Vector3 targetWidth = cam.ScreenToWorldPoint (upperCorner);

float hatWidth = GetComponent<Renderer>().bounds.extents.x;

maxWidth = targetWidth.x - hatWidth;

canControl = false;

}

// Update is called once per physics timestep

void FixedUpdate () {

if (canControl) {

Vector3 rawPosition = cam.ScreenToWorldPoint (Input.mousePosition);

Vector3 targetPosition = new Vector3 (rawPosition.x, 0.0f, 0.0f);

float targetWidth = Mathf.Clamp (targetPosition.x, -maxWidth, maxWidth);

targetPosition = new Vector3 (targetWidth, targetPosition.y, targetPosition.z);

GetComponent<Rigidbody2D>().MovePosition (targetPosition);

}

}

public void ToggleControl (bool toggle) {

canControl = toggle;

}

}