using System;

using UnityEngine;

using UnityStandardAssets.CrossPlatformInput;

namespace UnityStandardAssets.\_2D

{

[RequireComponent(typeof (PlatformerCharacter2D))]

public class Platformer2DUserControl : MonoBehaviour

{

private PlatformerCharacter2D m\_Character;

private bool m\_Jump;

private void Awake()

{

m\_Character = GetComponent<PlatformerCharacter2D>();

}

private void Update()

{

if (!m\_Jump)

{

// Read the jump input in Update so button presses aren't missed.

m\_Jump = CrossPlatformInputManager.GetButtonDown("Jump");

}

}

private void FixedUpdate()

{

// Read the inputs.

bool crouch = Input.GetKey(KeyCode.LeftControl);

float h = CrossPlatformInputManager.GetAxis("Horizontal");

// Pass all parameters to the character control script.

m\_Character.Move(h, crouch, m\_Jump);

m\_Jump = false;

}

}

}