using System;

using UnityEngine;

namespace UnityStandardAssets.Characters.ThirdPerson

{

[RequireComponent(typeof (UnityEngine.AI.NavMeshAgent))]

[RequireComponent(typeof (ThirdPersonCharacter))]

public class AICharacterControl : MonoBehaviour

{

public UnityEngine.AI.NavMeshAgent agent { get; private set; } // the navmesh agent required for the path finding

public ThirdPersonCharacter character { get; private set; } // the character we are controlling

public Transform target; // target to aim for

// Use this for initialization

private void Start()

{

// get the components on the object we need ( should not be null due to require component so no need to check )

agent = GetComponentInChildren<UnityEngine.AI.NavMeshAgent>();

character = GetComponent<ThirdPersonCharacter>();

agent.updateRotation = false;

agent.updatePosition = true;

}

// Update is called once per frame

private void Update()

{

if (target != null)

{

agent.SetDestination(target.position);

// use the values to move the character

character.Move(agent.desiredVelocity, false, false);

}

else

{

// We still need to call the character's move function, but we send zeroed input as the move param.

character.Move(Vector3.zero, false, false);

}

}

public void SetTarget(Transform target)

{

this.target = target;

}

}

}