using System;

#if UNITY\_EDITOR

using UnityEditor;

#endif

using UnityEngine;

namespace UnityStandardAssets.CrossPlatformInput

{

[ExecuteInEditMode]

public class MobileControlRig : MonoBehaviour

{

// this script enables or disables the child objects of a control rig

// depending on whether the USE\_MOBILE\_INPUT define is declared.

// This define is set or unset by a menu item that is included with

// the Cross Platform Input package.

#if !UNITY\_EDITOR

void OnEnable()

{

CheckEnableControlRig();

}

#endif

#if UNITY\_EDITOR

private void OnEnable()

{

EditorUserBuildSettings.activeBuildTargetChanged += Update;

EditorApplication.update += Update;

}

private void OnDisable()

{

EditorUserBuildSettings.activeBuildTargetChanged -= Update;

EditorApplication.update -= Update;

}

private void Update()

{

CheckEnableControlRig();

}

#endif

private void CheckEnableControlRig()

{

#if MOBILE\_INPUT

EnableControlRig(true);

#else

EnableControlRig(false);

#endif

}

private void EnableControlRig(bool enabled)

{

foreach (Transform t in transform)

{

t.gameObject.SetActive(enabled);

}

}

}

}