using System;

using UnityEngine;

namespace UnityStandardAssets.CrossPlatformInput.PlatformSpecific

{

public class StandaloneInput : VirtualInput

{

public override float GetAxis(string name, bool raw)

{

return raw ? Input.GetAxisRaw(name) : Input.GetAxis(name);

}

public override bool GetButton(string name)

{

return Input.GetButton(name);

}

public override bool GetButtonDown(string name)

{

return Input.GetButtonDown(name);

}

public override bool GetButtonUp(string name)

{

return Input.GetButtonUp(name);

}

public override void SetButtonDown(string name)

{

throw new Exception(

" This is not possible to be called for standalone input. Please check your platform and code where this is called");

}

public override void SetButtonUp(string name)

{

throw new Exception(

" This is not possible to be called for standalone input. Please check your platform and code where this is called");

}

public override void SetAxisPositive(string name)

{

throw new Exception(

" This is not possible to be called for standalone input. Please check your platform and code where this is called");

}

public override void SetAxisNegative(string name)

{

throw new Exception(

" This is not possible to be called for standalone input. Please check your platform and code where this is called");

}

public override void SetAxisZero(string name)

{

throw new Exception(

" This is not possible to be called for standalone input. Please check your platform and code where this is called");

}

public override void SetAxis(string name, float value)

{

throw new Exception(

" This is not possible to be called for standalone input. Please check your platform and code where this is called");

}

public override Vector3 MousePosition()

{

return Input.mousePosition;

}

}

}