using System;

using UnityEngine;

namespace UnityStandardAssets.ImageEffects

{

[RequireComponent(typeof (Camera))]

[AddComponentMenu("")]

public class ImageEffectBase : MonoBehaviour

{

/// Provides a shader property that is set in the inspector

/// and a material instantiated from the shader

public Shader shader;

private Material m\_Material;

protected virtual void Start()

{

// Disable if we don't support image effects

if (!SystemInfo.supportsImageEffects)

{

enabled = false;

return;

}

// Disable the image effect if the shader can't

// run on the users graphics card

if (!shader || !shader.isSupported)

enabled = false;

}

protected Material material

{

get

{

if (m\_Material == null)

{

m\_Material = new Material(shader);

m\_Material.hideFlags = HideFlags.HideAndDontSave;

}

return m\_Material;

}

}

protected virtual void OnDisable()

{

if (m\_Material)

{

DestroyImmediate(m\_Material);

}

}

}

}