using System;

using UnityEngine;

namespace UnityStandardAssets.Water

{

[ExecuteInEditMode]

public class WaterBasic : MonoBehaviour

{

void Update()

{

Renderer r = GetComponent<Renderer>();

if (!r)

{

return;

}

Material mat = r.sharedMaterial;

if (!mat)

{

return;

}

Vector4 waveSpeed = mat.GetVector("WaveSpeed");

float waveScale = mat.GetFloat("\_WaveScale");

float t = Time.time / 20.0f;

Vector4 offset4 = waveSpeed \* (t \* waveScale);

Vector4 offsetClamped = new Vector4(Mathf.Repeat(offset4.x, 1.0f), Mathf.Repeat(offset4.y, 1.0f),

Mathf.Repeat(offset4.z, 1.0f), Mathf.Repeat(offset4.w, 1.0f));

mat.SetVector("\_WaveOffset", offsetClamped);

}

}

}