using System;

using UnityEngine;

namespace UnityStandardAssets.Water

{

[ExecuteInEditMode]

[RequireComponent(typeof(WaterBase))]

public class Displace : MonoBehaviour

{

public void Awake()

{

if (enabled)

{

OnEnable();

}

else

{

OnDisable();

}

}

public void OnEnable()

{

Shader.EnableKeyword("WATER\_VERTEX\_DISPLACEMENT\_ON");

Shader.DisableKeyword("WATER\_VERTEX\_DISPLACEMENT\_OFF");

}

public void OnDisable()

{

Shader.EnableKeyword("WATER\_VERTEX\_DISPLACEMENT\_OFF");

Shader.DisableKeyword("WATER\_VERTEX\_DISPLACEMENT\_ON");

}

}

}