using System;

using UnityEngine;

namespace UnityStandardAssets.Water

{

[RequireComponent(typeof(WaterBase))]

[ExecuteInEditMode]

public class SpecularLighting : MonoBehaviour

{

public Transform specularLight;

private WaterBase m\_WaterBase;

public void Start()

{

m\_WaterBase = (WaterBase)gameObject.GetComponent(typeof(WaterBase));

}

public void Update()

{

if (!m\_WaterBase)

{

m\_WaterBase = (WaterBase)gameObject.GetComponent(typeof(WaterBase));

}

if (specularLight && m\_WaterBase.sharedMaterial)

{

m\_WaterBase.sharedMaterial.SetVector("\_WorldLightDir", specularLight.transform.forward);

}

}

}

}