using System;

using UnityEngine;

namespace UnityStandardAssets.Water

{

[ExecuteInEditMode]

public class WaterTile : MonoBehaviour

{

public PlanarReflection reflection;

public WaterBase waterBase;

public void Start()

{

AcquireComponents();

}

void AcquireComponents()

{

if (!reflection)

{

if (transform.parent)

{

reflection = transform.parent.GetComponent<PlanarReflection>();

}

else

{

reflection = transform.GetComponent<PlanarReflection>();

}

}

if (!waterBase)

{

if (transform.parent)

{

waterBase = transform.parent.GetComponent<WaterBase>();

}

else

{

waterBase = transform.GetComponent<WaterBase>();

}

}

}

#if UNITY\_EDITOR

public void Update()

{

AcquireComponents();

}

#endif

public void OnWillRenderObject()

{

if (reflection)

{

reflection.WaterTileBeingRendered(transform, Camera.current);

}

if (waterBase)

{

waterBase.WaterTileBeingRendered(transform, Camera.current);

}

}

}

}