using System;

using UnityEngine;

using Object = UnityEngine.Object;

namespace UnityStandardAssets.Utility

{

public class ActivateTrigger : MonoBehaviour

{

// A multi-purpose script which causes an action to occur when

// a trigger collider is entered.

public enum Mode

{

Trigger = 0, // Just broadcast the action on to the target

Replace = 1, // replace target with source

Activate = 2, // Activate the target GameObject

Enable = 3, // Enable a component

Animate = 4, // Start animation on target

Deactivate = 5 // Decativate target GameObject

}

public Mode action = Mode.Activate; // The action to accomplish

public Object target; // The game object to affect. If none, the trigger work on this game object

public GameObject source;

public int triggerCount = 1;

public bool repeatTrigger = false;

private void DoActivateTrigger()

{

triggerCount--;

if (triggerCount == 0 || repeatTrigger)

{

Object currentTarget = target ?? gameObject;

Behaviour targetBehaviour = currentTarget as Behaviour;

GameObject targetGameObject = currentTarget as GameObject;

if (targetBehaviour != null)

{

targetGameObject = targetBehaviour.gameObject;

}

switch (action)

{

case Mode.Trigger:

if (targetGameObject != null)

{

targetGameObject.BroadcastMessage("DoActivateTrigger");

}

break;

case Mode.Replace:

if (source != null)

{

if (targetGameObject != null)

{

Instantiate(source, targetGameObject.transform.position,

targetGameObject.transform.rotation);

DestroyObject(targetGameObject);

}

}

break;

case Mode.Activate:

if (targetGameObject != null)

{

targetGameObject.SetActive(true);

}

break;

case Mode.Enable:

if (targetBehaviour != null)

{

targetBehaviour.enabled = true;

}

break;

case Mode.Animate:

if (targetGameObject != null)

{

targetGameObject.GetComponent<Animation>().Play();

}

break;

case Mode.Deactivate:

if (targetGameObject != null)

{

targetGameObject.SetActive(false);

}

break;

}

}

}

private void OnTriggerEnter(Collider other)

{

DoActivateTrigger();

}

}

}