using System;

using UnityEngine;

namespace UnityStandardAssets.Utility

{

public class AutoMoveAndRotate : MonoBehaviour

{

public Vector3andSpace moveUnitsPerSecond;

public Vector3andSpace rotateDegreesPerSecond;

public bool ignoreTimescale;

private float m\_LastRealTime;

private void Start()

{

m\_LastRealTime = Time.realtimeSinceStartup;

}

// Update is called once per frame

private void Update()

{

float deltaTime = Time.deltaTime;

if (ignoreTimescale)

{

deltaTime = (Time.realtimeSinceStartup - m\_LastRealTime);

m\_LastRealTime = Time.realtimeSinceStartup;

}

transform.Translate(moveUnitsPerSecond.value\*deltaTime, moveUnitsPerSecond.space);

transform.Rotate(rotateDegreesPerSecond.value\*deltaTime, moveUnitsPerSecond.space);

}

[Serializable]

public class Vector3andSpace

{

public Vector3 value;

public Space space = Space.Self;

}

}

}