using System;

using UnityEngine;

namespace UnityStandardAssets.Utility

{

public class CameraRefocus

{

public Camera Camera;

public Vector3 Lookatpoint;

public Transform Parent;

private Vector3 m\_OrigCameraPos;

private bool m\_Refocus;

public CameraRefocus(Camera camera, Transform parent, Vector3 origCameraPos)

{

m\_OrigCameraPos = origCameraPos;

Camera = camera;

Parent = parent;

}

public void ChangeCamera(Camera camera)

{

Camera = camera;

}

public void ChangeParent(Transform parent)

{

Parent = parent;

}

public void GetFocusPoint()

{

RaycastHit hitInfo;

if (Physics.Raycast(Parent.transform.position + m\_OrigCameraPos, Parent.transform.forward, out hitInfo,

100f))

{

Lookatpoint = hitInfo.point;

m\_Refocus = true;

return;

}

m\_Refocus = false;

}

public void SetFocusPoint()

{

if (m\_Refocus)

{

Camera.transform.LookAt(Lookatpoint);

}

}

}

}