using System;

using System.Collections;

using UnityEngine;

namespace UnityStandardAssets.Utility

{

[Serializable]

public class LerpControlledBob

{

public float BobDuration;

public float BobAmount;

private float m\_Offset = 0f;

// provides the offset that can be used

public float Offset()

{

return m\_Offset;

}

public IEnumerator DoBobCycle()

{

// make the camera move down slightly

float t = 0f;

while (t < BobDuration)

{

m\_Offset = Mathf.Lerp(0f, BobAmount, t/BobDuration);

t += Time.deltaTime;

yield return new WaitForFixedUpdate();

}

// make it move back to neutral

t = 0f;

while (t < BobDuration)

{

m\_Offset = Mathf.Lerp(BobAmount, 0f, t/BobDuration);

t += Time.deltaTime;

yield return new WaitForFixedUpdate();

}

m\_Offset = 0f;

}

}

}