using System;

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

namespace UnityStandardAssets.Utility

{

public class ObjectResetter : MonoBehaviour

{

private Vector3 originalPosition;

private Quaternion originalRotation;

private List<Transform> originalStructure;

private Rigidbody Rigidbody;

// Use this for initialization

private void Start()

{

originalStructure = new List<Transform>(GetComponentsInChildren<Transform>());

originalPosition = transform.position;

originalRotation = transform.rotation;

Rigidbody = GetComponent<Rigidbody>();

}

public void DelayedReset(float delay)

{

StartCoroutine(ResetCoroutine(delay));

}

public IEnumerator ResetCoroutine(float delay)

{

yield return new WaitForSeconds(delay);

// remove any gameobjects added (fire, skid trails, etc)

foreach (var t in GetComponentsInChildren<Transform>())

{

if (!originalStructure.Contains(t))

{

t.parent = null;

}

}

transform.position = originalPosition;

transform.rotation = originalRotation;

if (Rigidbody)

{

Rigidbody.velocity = Vector3.zero;

Rigidbody.angularVelocity = Vector3.zero;

}

SendMessage("Reset");

}

}

}