using System;

using System.Collections;

using UnityEngine;

using Random = UnityEngine.Random;

namespace UnityStandardAssets.Utility

{

public class ParticleSystemDestroyer : MonoBehaviour

{

// allows a particle system to exist for a specified duration,

// then shuts off emission, and waits for all particles to expire

// before destroying the gameObject

public float minDuration = 8;

public float maxDuration = 10;

private float m\_MaxLifetime;

private bool m\_EarlyStop;

private IEnumerator Start()

{

var systems = GetComponentsInChildren<ParticleSystem>();

// find out the maximum lifetime of any particles in this effect

foreach (var system in systems)

{

m\_MaxLifetime = Mathf.Max(system.startLifetime, m\_MaxLifetime);

}

// wait for random duration

float stopTime = Time.time + Random.Range(minDuration, maxDuration);

while (Time.time < stopTime || m\_EarlyStop)

{

yield return null;

}

Debug.Log("stopping " + name);

// turn off emission

foreach (var system in systems)

{

system.enableEmission = false;

}

BroadcastMessage("Extinguish", SendMessageOptions.DontRequireReceiver);

// wait for any remaining particles to expire

yield return new WaitForSeconds(m\_MaxLifetime);

Destroy(gameObject);

}

public void Stop()

{

// stops the particle system early

m\_EarlyStop = true;

}

}

}