using System;

using UnityEngine;

#if UNITY\_EDITOR

using UnityEditor;

#endif

namespace UnityStandardAssets.Utility

{

#if UNITY\_EDITOR

[ExecuteInEditMode]

#endif

public class PlatformSpecificContent : MonoBehaviour

{

private enum BuildTargetGroup

{

Standalone,

Mobile

}

[SerializeField] private BuildTargetGroup m\_BuildTargetGroup;

[SerializeField] private GameObject[] m\_Content = new GameObject[0];

[SerializeField] private MonoBehaviour[] m\_MonoBehaviours = new MonoBehaviour[0];

[SerializeField] private bool m\_ChildrenOfThisObject;

#if !UNITY\_EDITOR

void OnEnable()

{

CheckEnableContent();

}

#endif

#if UNITY\_EDITOR

private void OnEnable()

{

EditorUserBuildSettings.activeBuildTargetChanged += Update;

EditorApplication.update += Update;

}

private void OnDisable()

{

EditorUserBuildSettings.activeBuildTargetChanged -= Update;

EditorApplication.update -= Update;

}

private void Update()

{

CheckEnableContent();

}

#endif

private void CheckEnableContent()

{

#if (UNITY\_IPHONE || UNITY\_ANDROID || UNITY\_WP8 || UNITY\_BLACKBERRY )

if (m\_BuildTargetGroup == BuildTargetGroup.Mobile)

{

EnableContent(true);

} else {

EnableContent(false);

}

#endif

#if !(UNITY\_IPHONE || UNITY\_ANDROID || UNITY\_WP8 || UNITY\_BLACKBERRY )

if (m\_BuildTargetGroup == BuildTargetGroup.Mobile)

{

EnableContent(false);

}

else

{

EnableContent(true);

}

#endif

}

private void EnableContent(bool enabled)

{

if (m\_Content.Length > 0)

{

foreach (var g in m\_Content)

{

if (g != null)

{

g.SetActive(enabled);

}

}

}

if (m\_ChildrenOfThisObject)

{

foreach (Transform t in transform)

{

t.gameObject.SetActive(enabled);

}

}

if (m\_MonoBehaviours.Length > 0)

{

foreach (var monoBehaviour in m\_MonoBehaviours)

{

monoBehaviour.enabled = enabled;

}

}

}

}

}