using System;

using UnityEngine;

namespace UnityStandardAssets.Utility

{

public class TimedObjectDestructor : MonoBehaviour

{

[SerializeField] private float m\_TimeOut = 1.0f;

[SerializeField] private bool m\_DetachChildren = false;

private void Awake()

{

Invoke("DestroyNow", m\_TimeOut);

}

private void DestroyNow()

{

if (m\_DetachChildren)

{

transform.DetachChildren();

}

DestroyObject(gameObject);

}

}

}