using System;

using UnityEngine;

namespace UnityStandardAssets.Vehicles.Aeroplane

{

public class LandingGear : MonoBehaviour

{

private enum GearState

{

Raised = -1,

Lowered = 1

}

// The landing gear can be raised and lowered at differing altitudes.

// The gear is only lowered when descending, and only raised when climbing.

// this script detects the raise/lower condition and sets a parameter on

// the animator to actually play the animation to raise or lower the gear.

public float raiseAtAltitude = 40;

public float lowerAtAltitude = 40;

private GearState m\_State = GearState.Lowered;

private Animator m\_Animator;

private Rigidbody m\_Rigidbody;

private AeroplaneController m\_Plane;

// Use this for initialization

private void Start()

{

m\_Plane = GetComponent<AeroplaneController>();

m\_Animator = GetComponent<Animator>();

m\_Rigidbody = GetComponent<Rigidbody>();

}

// Update is called once per frame

private void Update()

{

if (m\_State == GearState.Lowered && m\_Plane.Altitude > raiseAtAltitude && m\_Rigidbody.velocity.y > 0)

{

m\_State = GearState.Raised;

}

if (m\_State == GearState.Raised && m\_Plane.Altitude < lowerAtAltitude && m\_Rigidbody.velocity.y < 0)

{

m\_State = GearState.Lowered;

}

// set the parameter on the animator controller to trigger the appropriate animation

m\_Animator.SetInteger("GearState", (int) m\_State);

}

}

}