using System;

using UnityEngine;

namespace UnityStandardAssets.Vehicles.Car

{

public class BrakeLight : MonoBehaviour

{

public CarController car; // reference to the car controller, must be dragged in inspector

private Renderer m\_Renderer;

private void Start()

{

m\_Renderer = GetComponent<Renderer>();

}

private void Update()

{

// enable the Renderer when the car is braking, disable it otherwise.

m\_Renderer.enabled = car.BrakeInput > 0f;

}

}

}