using System;

using UnityEngine;

using UnityStandardAssets.CrossPlatformInput;

namespace UnityStandardAssets.Vehicles.Car

{

[RequireComponent(typeof (CarController))]

public class CarUserControl : MonoBehaviour

{

private CarController m\_Car; // the car controller we want to use

private void Awake()

{

// get the car controller

m\_Car = GetComponent<CarController>();

}

private void FixedUpdate()

{

// pass the input to the car!

float h = CrossPlatformInputManager.GetAxis("Horizontal");

float v = CrossPlatformInputManager.GetAxis("Vertical");

#if !MOBILE\_INPUT

float handbrake = CrossPlatformInputManager.GetAxis("Jump");

m\_Car.Move(h, v, v, handbrake);

#else

m\_Car.Move(h, v, v, 0f);

#endif

}

}

}