using System;

using UnityEngine;

namespace UnityStandardAssets.Vehicles.Car

{

// this script is specific to the supplied Sample Assets car, which has mudguards over the front wheels

// which have to turn with the wheels when steering is applied.

public class Mudguard : MonoBehaviour

{

public CarController carController; // car controller to get the steering angle

private Quaternion m\_OriginalRotation;

private void Start()

{

m\_OriginalRotation = transform.localRotation;

}

private void Update()

{

transform.localRotation = m\_OriginalRotation\*Quaternion.Euler(0, carController.CurrentSteerAngle, 0);

}

}

}