using System;

using System.Collections;

using UnityEngine;

namespace UnityStandardAssets.Vehicles.Car

{

public class SkidTrail : MonoBehaviour

{

[SerializeField] private float m\_PersistTime;

private IEnumerator Start()

{

while (true)

{

yield return null;

if (transform.parent.parent == null)

{

Destroy(gameObject, m\_PersistTime);

}

}

}

}

}