using System;

using UnityEngine;

namespace UnityStandardAssets.Vehicles.Car

{

// this script is specific to the car supplied in the the assets

// it controls the suspension hub to make it move with the wheel are it goes over bumps

public class Suspension : MonoBehaviour

{

public GameObject wheel; // The wheel that the script needs to referencing to get the postion for the suspension

private Vector3 m\_TargetOriginalPosition;

private Vector3 m\_Origin;

private void Start()

{

m\_TargetOriginalPosition = wheel.transform.localPosition;

m\_Origin = transform.localPosition;

}

private void Update()

{

transform.localPosition = m\_Origin + (wheel.transform.localPosition - m\_TargetOriginalPosition);

}

}

}