using System.Collections;

using UnityEngine;

namespace UnityStandardAssets.Vehicles.Car

{

[RequireComponent(typeof (AudioSource))]

public class WheelEffects : MonoBehaviour

{

public Transform SkidTrailPrefab;

public static Transform skidTrailsDetachedParent;

public ParticleSystem skidParticles;

public bool skidding { get; private set; }

public bool PlayingAudio { get; private set; }

private AudioSource m\_AudioSource;

private Transform m\_SkidTrail;

private WheelCollider m\_WheelCollider;

private void Start()

{

skidParticles = transform.root.GetComponentInChildren<ParticleSystem>();

if (skidParticles == null)

{

Debug.LogWarning(" no particle system found on car to generate smoke particles");

}

else

{

skidParticles.Stop();

}

m\_WheelCollider = GetComponent<WheelCollider>();

m\_AudioSource = GetComponent<AudioSource>();

PlayingAudio = false;

if (skidTrailsDetachedParent == null)

{

skidTrailsDetachedParent = new GameObject("Skid Trails - Detached").transform;

}

}

public void EmitTyreSmoke()

{

skidParticles.transform.position = transform.position - transform.up\*m\_WheelCollider.radius;

skidParticles.Emit(1);

if (!skidding)

{

StartCoroutine(StartSkidTrail());

}

}

public void PlayAudio()

{

m\_AudioSource.Play();

PlayingAudio = true;

}

public void StopAudio()

{

m\_AudioSource.Stop();

PlayingAudio = false;

}

public IEnumerator StartSkidTrail()

{

skidding = true;

m\_SkidTrail = Instantiate(SkidTrailPrefab);

while (m\_SkidTrail == null)

{

yield return null;

}

m\_SkidTrail.parent = transform;

m\_SkidTrail.localPosition = -Vector3.up\*m\_WheelCollider.radius;

}

public void EndSkidTrail()

{

if (!skidding)

{

return;

}

skidding = false;

m\_SkidTrail.parent = skidTrailsDetachedParent;

Destroy(m\_SkidTrail.gameObject, 10);

}

}

}