using UnityEngine;

using System.Collections;

using System.Collections.Generic;

public class JSFNormalPiece : JSFPieceDefinition {

public bool weightedSpawn = false;

[Range(0,100)]

public List<int> weights = new List<int>(9);

int totalWeight = 0; // variable to hold the total weights

int selected = 0; // a variable to store the selected random range for weights

int addedWeight = 0; // a variable to store the cumulative added weight for calculations

void Start(){

// run once weighted calculation...

totalWeight = 0; // reset the value first...

for(int z = 0; z < gm.NumOfActiveType; z++){ // adds all available skin based on active type

if(z < weights.Count){ // ensure we have allocated weights and add to the list

totalWeight += weights[z];

}

}

}

public override JSFPieceDefinition chanceToSpawnThis (int x, int y)

{

if(weightedSpawn) return this; // if enabled, use assigned weights

return null; // else, random behaviour

}

public override int skinToUseDuringSpawn (int x, int y)

{

selected = Random.Range(1,totalWeight+1); // the selected weight by random

addedWeight = 0; // resets the value first...

for(int z = 0; z < weights.Count; z++){

addedWeight+= weights[z];

if(weights[z] > 0 && addedWeight > selected){

return z; // found the skin we want to use based on the selected weight

}

}

return 0; // failsafe ...

}

}