using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.AI;

public class userTracking : MonoBehaviour {

GameObject player;

GameObject gate;

Transform monster;

Transform playertsf;

Animator ani;

NavMeshAgent nav;

public enum monState {idle, trace};

public monState curstate = monState.idle;

bool follow = false;

public float traceDist = 25.0f;

// Use this for initialization

void Awake()

{

player = GameObject.FindGameObjectWithTag("Player");

playertsf = GameObject.FindWithTag("Player").GetComponent<Transform>();

// 위치값 가져오기

//monster = this.gameObject.GetComponent<Transform>();

//gate = GameObject.FindGameObjectWithTag("gate");

monster = GetComponent<Transform>();

ani = GetComponent<Animator>();

nav = GetComponent<NavMeshAgent>();

}

void Start()

{

StartCoroutine(this.State());

StartCoroutine(this.Action());

}

// Update is called once per frame

void Update () {

// nav.SetDestination(player.transform.position);

}

IEnumerator State()

{

while (true)

{

yield return new WaitForSeconds(0.5f);

// 지연 시간

float dist = Vector3.Distance(playertsf.position, monster.position);

if (dist > traceDist)

{

curstate = monState.idle;

Debug.Log("check in" + dist + " " + traceDist);

}

else

{

curstate = monState.trace;

Debug.Log("check out" + dist + " " + traceDist);

//nav.Stop();

}

}

}

IEnumerator Action()

{

while(true)

{

switch(curstate)

{

case monState.idle:

nav.Stop();

break;

case monState.trace:

nav.SetDestination(player.transform.position);

nav.Resume();

break;

}

yield return null;

}

}

}