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;

 }

 }

}