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using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using GamepadInput;

public class PlayerMovement : MonoBehaviour
{
    public Transform PlayerCam;
    public Rigidbody playerRB;
    public bool IsTouchingGround = false;
    public float distToGround = 1.3001f;
    public float xVel = 0f;
    public float zVel = 0f;
    public float MovementSpeed = 1f;
    public float mouseSensitivity = 100f;
    public float xRotation = 0f;
    public bool controlType = true;
    void Awake(){
        Cursor.lockState = CursorLockMode.Locked;
    }
    void Update(){
        if(Input.GetKey("c")){
            controlType = !controlType;
        }
        if(controlType==true){
            float mouseX = Input.GetAxis("Mouse X")*mouseSensitivity*0.6f*Time.deltaTime;
            float mouseY = Input.GetAxis("Mouse Y")*mouseSensitivity*0.6f*Time.deltaTime;
            xRotation -= mouseY;
            xRotation = Mathf.Clamp(xRotation,-90f,90f);
            PlayerCam.localRotation = Quaternion.Euler(xRotation,0f,0f);
            transform.Rotate(Vector3.up*mouseX);
            IsTouchingGround = (Physics.Raycast(transform.position,Vector3.down,distToGround));
            if(Input.GetKey("space")&&IsTouchingGround==true){
                playerRB.AddForce(0f,150f,0f * Time.deltaTime);
            }
            if(Input.GetKey("w")&&zVel<8f){
                zVel=zVel+1f;
            }else{
                if(zVel>0f){
                    zVel=zVel-1f;
                }
            }
            if(Input.GetKey("s")&&zVel>-8f){
                zVel=zVel-1f;
            }else{
                if(zVel<0f){
                    zVel=zVel+1f;
                }
            }
            if(Input.GetKey("d")&&xVel<8f){
                xVel=xVel+1f;
            }else{
                if(xVel>0f){
                    xVel=xVel-1f;
                }
            }
            if(Input.GetKey("a")&&xVel>-8f){
                xVel=xVel-1f;
            }else{
                if(xVel<0f){
                    xVel=xVel+1f;
                }
            }
            transform.position += transform.forward*Time.deltaTime*zVel*MovementSpeed;
            transform.position += transform.right*Time.deltaTime*xVel*MovementSpeed;
        }
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        if(controlType==false){
            GamepadState state = GamePad.GetState(GamePad.Index.One);
            float mouseX = state.rightStickAxis.x*mouseSensitivity*Time.deltaTime;
            float mouseY = state.rightStickAxis.y*mouseSensitivity*Time.deltaTime;
            xRotation -= mouseY;
            xRotation = Mathf.Clamp(xRotation,-90f,90f);
            PlayerCam.localRotation = Quaternion.Euler(xRotation,0f,0f);
            transform.Rotate(Vector3.up*mouseX);
            IsTouchingGround = (Physics.Raycast(transform.position,Vector3.down,distToGround));
            if(state.A==true&&IsTouchingGround==true){
                playerRB.AddForce(0f,150f,0f*Time.deltaTime);
            }
            if(state.LeftStickAxis.y>0f&& zVel <8f){
                zVel = zVel+1f;
            }else{
                if(zVel>0f){
                    zVel = zVel-1f;
                }
            }
            if(state.LeftStickAxis.y<0f&& zVel >-8f){
                zVel = zVel-1f;
            }else{
                if(zVel<0f){
                    zVel = zVel+1f;
                }
            }
            if(state.LeftStickAxis.x>0f&& xVel <8f){
                xVel = xVel+1f;
            }else{
                if(xVel>0f){
                    xVel = xVel-1f;
                }
            }
            if(state.LeftStickAxis.x<0f&& xVel >-8f){
                xVel = xVel-1f;
            }else{
                if(xVel<0f){
                    xVel = xVel+1f;
                }
            }
            transform.position += transform.forward*Time.deltaTime*zVel*MovementSpeed;
            transform.position += transform.right*Time.deltaTime*xVel*MovementSpeed;
        }
    }
}
```