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using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.Events;

public class PlayerPickUp : MonoBehaviour
{

    [SerializeField] private Transform playerCameraTransform;
    [SerializeField] private LayerMask pickUpLayerMask;
    [SerializeField] public Transform objectGrabPointTransform;

    private ObjectGrabbable objectGrabbable;
    public bool canPushOrPull;
    private Vector3 startingGrabPointTransformPosition;
    public ObjectPushandPull objectPushAndPull;
    public LinearParticleConnector linearParticleConnector;
    public UnityEvent particleStart;
    public UnityEvent particleEnd;

    // Start is called before the first frame update
    void Start()
    {
        startingGrabPointTransformPosition =
objectGrabPointTransform.localPosition;
    }
    public void Pickup()
    {
        if (objectGrabbable == null)

```

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{
    //Debug.Log("Function Is Working!");

    float pickUpDistance = 4f;

    if (Physics.Raycast(playerCameraTransform.position,
playerCameraTransform.forward, out RaycastHit raycastHit, pickUpDistance,
pickUpLayerMask))
    {
        if (raycastHit.transform.TryGetComponent(out objectGrabbable))
        {
            objectGrabbable.Grab(objectGrabPointTransform);

            Debug.Log(objectGrabbable);

            canPushOrPull = true;

            particleStart.Invoke();

        }
    }
}
else
{
    objectGrabbable.Drop();

    objectGrabbable = null;

    canPushOrPull = false;

    objectPushAndPull.pushAndPullSpeed = 1.0f;

    objectGrabPointTransform.localPosition = new Vector3(0f,0f,2.19f);

    particleEnd.Invoke();

}
}
}

```