using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class mapEscape : MonoBehaviour {

public GameObject map;

public GameObject mapCamera;

public GameObject pauseMenu;

public GameObject mainCamera;

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

if (map.activeInHierarchy)

{

if (Input.GetKeyDown(KeyCode.Escape))

{

map.SetActive(false);

mapCamera.SetActive(false);

pauseMenu.SetActive(true);

}

}

}

}