using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class mapMakerEscape : MonoBehaviour {

public GameObject levelMenu;

public GameObject placablesMenu;

bool isLevelPanel;

bool isActive;

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

if (Input.GetKeyDown(KeyCode.Escape))

{

isActive = false;

if (levelMenu.activeInHierarchy)

{

isLevelPanel = true;

isActive = true;

}

else if (placablesMenu.activeInHierarchy)

{

isLevelPanel = false;

isActive = true;

}

if (isLevelPanel)

{

if (isActive)

{

levelMenu.SetActive(false);

}

else

{

levelMenu.SetActive(true);

}

}

else

{

if (isActive)

{

placablesMenu.SetActive(false);

}

else

{

placablesMenu.SetActive(true);

}

}

}

}

}