

NOTA: los Standard Assets no están actualizados, por lo que al importarse dan errores. Aquí se dan las correcciones que pueden funcionar, obtenidas del foro <https://forum.unity.com/threads/standard-assets-2018-let-us-know-what-you-think.516595/page-4#post-5458527>

ForcedReset.cs

```
using System;

using UnityEngine;

using UnityEngine.SceneManagement;

using UnityStandardAssets.CrossPlatformInput;

//[RequireComponent(typeof (GUITexture))]
public class ForcedReset : MonoBehaviour

{
    private void Update()

    {
        // if we have forced a reset ...
        if
(CrossPlatformInputManager.GetButtonDown("ResetObject"))

        {
            //... reload the scene

            SceneManager.LoadScene(SceneManager.GetSceneAt(0).name);

        }

    }
}
```

SimpleActivatorMenu.cs

```
using System;
using UnityEngine;
using UnityEngine.UI;

namespace UnityStandardAssets.Utility
{
    public class SimpleActivatorMenu : MonoBehaviour
    {
        // An incredibly simple menu which, when given references
        // to gameobjects in the scene
        //public GUIText camSwitchButton;
        public Text camSwitchButton;
        public GameObject[] objects;

        private int m_CurrentActiveObject;

        private void OnEnable()
        {
            // active object starts from first in array
            m_CurrentActiveObject = 0;
            camSwitchButton.text = objects[m_CurrentActiveObject].name;
        }

        public void NextCamera()
        {
            int nextactiveobject = m_CurrentActiveObject + 1 >= objects.Length ?
0 : m_CurrentActiveObject + 1;

            for (int i = 0; i < objects.Length; i++)
            {
                objects[i].SetActive(i == nextactiveobject);
            }

            m_CurrentActiveObject = nextactiveobject;
            camSwitchButton.text = objects[m_CurrentActiveObject].name;
        }
    }
}
```