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using UnityEngine;
using System.Collections;

public class controlarScripts : MonoBehaviour {
    private bool menuActivado=false;
    private float sizeX,sizeY;
    private Music m;
    private PauseButton pb;
    private SaveButton sb;

    void Start(){
        sizeX = Screen.width/12;
        sizeY = Screen.height;
        m = GetComponent<Music>();
        pb = GetComponent<PauseButton>();
        sb = GetComponent<SaveButton>();
        m.sizeX = pb.sizeX = sb.sizeX = sizeX;
        m.sizeY = pb.sizeY = sb.sizeY = sizeY/5;
        m.offsetX = pb.offsetX = sb.offsetX = 10;
        sb.offsetY = 10 + sizeY/5;
        pb.offsetY = 20 + sizeY/5*2;
        m.offsetY = 30 + sizeY/5*3;
    }

    void OnGUI(){
        GUI.depth = 1;
        if (menuActivado) {
            GUI.Box (new Rect(10,10,sizeX,sizeY), "");
        }

        if (GUI.Button (new Rect (10, 10, sizeX, sizeY/10), "MENU")) {
            if(menuActivado){
                menuActivado = false;
            }else{
                menuActivado = true;
            }

            if (sb.enabled) {
                sb.enabled = false;
            } else {
                sb.enabled = true;
            }

            if (pb.enabled) {
                pb.enabled = false;
            } else {
                pb.enabled = true;
            }

            if (m.enabled) {
                m.enabled = false;
            } else {
                m.enabled = true;
            }
        }
    }
}

```

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/*  
    if (GetComponent<menuMonstruos> ().enabled) {  
        GetComponent<menuMonstruos> ().enabled = false;  
    } else {  
        GetComponent<menuMonstruos> ().enabled = true;  
    }  
    */  
}  
}
```