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## **Virtual Reality Tours**

**UIManager.cs**

**Code:**

```
using UnityEngine;

public class UIManager : MonoBehaviour
{
    public TextMesh instructionText;

    // Updates the on-screen instructions dynamically
    public void UpdateInstructions(string message)
    {
        instructionText.text = message;
    }

    // Quits the application
    public void QuitApp()
    {
        Application.Quit();
    }
}
```