

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class ChangeCam : MonoBehaviour
6 {
7     public GameObject MainCam;
8     public GameObject FrontCam;
9     public GameObject DistantCam;
10    public GameObject InsideCam;
11    public int MaxCams = 4;
12    private int CamID = 1;
13
14    // Start is called before the first frame update
15    void Start()
16    {
17        MainCam.SetActive(true);
18        FrontCam.SetActive(false);
19        DistantCam.SetActive(false);
20        InsideCam.SetActive(false);
21    }
22
23    // Update is called once per frame
24    void Update()
25    {
26        if(Input.GetKeyDown(KeyCode.C))
27        {
28            CamID++;
29            if(CamID > MaxCams)
30            {
31                CamID = 1;
32            }
33            if(CamID == 1)
34            {
35                MainCam.SetActive(true);
```

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36         FrontCam.SetActive(false);
37         DistantCam.SetActive(false);
38         InsideCam.SetActive(false);
39     }
40     if (CamID == 2)
41     {
42         MainCam.SetActive(false);
43         FrontCam.SetActive(true);
44         DistantCam.SetActive(false);
45         InsideCam.SetActive(false);
46     }
47     if (CamID == 3)
48     {
49         MainCam.SetActive(false);
50         FrontCam.SetActive(false);
51         DistantCam.SetActive(true);
52         InsideCam.SetActive(false);
53     }
54     if (CamID == 4)
55     {
56         MainCam.SetActive(false);
57         FrontCam.SetActive(false);
58         DistantCam.SetActive(false);
59         InsideCam.SetActive(true);
60     }
61 }
62 }
63 }
64 }
```