```csharp
 1  using System.Collections;
 2  using System.Collections.Generic;
 3  using UnityEngine;
 4  using UnityEngine.UI;
 5
 6  public class RaceTrackMenu : MonoBehaviour
 7  {
 8      public GameObject TrackOptions;
 9      public bool F1Race = false;
10      public Text WrongCar;
11
12      public void OptionsOn()
13      {
14          if (F1Race == true)
15          {
16              if (SaveScript.SportsCarID == 1)
17              {
18                  TrackOptions.SetActive(true);
19                  WrongCar.text = " ";
20              }
21              if (SaveScript.SportsCarID > 1)
22              {
23                  WrongCar.text = "YOU NEED TO BE USING AN F1 CAR";
24                  StartCoroutine(ResetText());
25              }
26          }
27          if (F1Race == false)
28          {
29              if (SaveScript.SportsCarID > 1)
30              {
31                  TrackOptions.SetActive(true);
32                  WrongCar.text = " ";
33              }
34              if (SaveScript.SportsCarID == 1)
35              {
```

```
36                    WrongCar.text = "YOU NEED TO BE USING A SPORTS CAR";
37                    StartCoroutine(ResetText());
38                }
39            }
40        }
41
42        public void OptionsOff()
43        {
44            TrackOptions.SetActive(false);
45        }
46
47        IEnumerator ResetText()
48        {
49            yield return new WaitForSeconds(3);
50            WrongCar.text = " ";
51        }
52
53 }
54
```