using System;

using UnityEngine;

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

Application.LoadLevelAsync(Application.loadedLevelName);

}

}

}