using System;

using UnityEngine;

namespace UnityStandardAssets.Utility

{

public class SimpleActivatorMenu : MonoBehaviour

{

// An incredibly simple menu which, when given references

// to gameobjects in the scene

public GUIText camSwitchButton;

public GameObject[] objects;

private int m\_CurrentActiveObject;

private void OnEnable()

{

// active object starts from first in array

m\_CurrentActiveObject = 0;

camSwitchButton.text = objects[m\_CurrentActiveObject].name;

}

public void NextCamera()

{

int nextactiveobject = m\_CurrentActiveObject + 1 >= objects.Length ? 0 : m\_CurrentActiveObject + 1;

for (int i = 0; i < objects.Length; i++)

{

objects[i].SetActive(i == nextactiveobject);

}

m\_CurrentActiveObject = nextactiveobject;

camSwitchButton.text = objects[m\_CurrentActiveObject].name;

}

}

}