```csharp
1  using System;
2  using System.Collections;
3  using System.Collections.Generic;
4  using UnityEngine;
5
6  public class CameraMovementScriptMouse : MonoBehaviour
7  {
8
9      public float horizontalSpeed = 2.0F;
10     public float verticalSpeed = 2.0F;
11     public bool cam = false;
12     void Update()
13     {
14         if (cam)
15         {
16             float v = verticalSpeed * Input.GetAxis("Mouse X");
17             transform.Rotate(0, -v, 0);
18
19             if (Input.GetKey(KeyCode.Escape))
20                 Application.Quit();
21         }
22         else
23         {
24             float h = horizontalSpeed * Input.GetAxis("Mouse X");
25             float v = verticalSpeed * Input.GetAxis("Mouse Y");
26             transform.Rotate(v, h, 0);
27
28             if (Input.GetKey(KeyCode.Escape))
29                 Application.Quit();
30         }
31     }
32 }
33
```