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using UnityEngine;
using System.Collections;
using System.IO;

public class UserInterfaceButtons : MonoBehaviour
{
    public float scalingSpeed = 0.03f;
    public float rotationSpeed = 70.0f;
    public float translationSpeed = 5.0f;
    // public GameObject Model;
    bool repeatScaleUp = false;
    bool repeatScaleDown = false;
    bool repeatRotateLeft = false;
    bool repeatRotateRight = false;
    bool repeatPositionUp = false;
    bool repeatPositionDown = false;
    bool repeatPositionLeft = false;
    bool repeatPositionRight = false;

    void Update ()
    {
        if (repeatScaleUp) {
            ScaleUpButton ();
        }

        if (repeatScaleDown) {
            ScaleDownButton ();
        }

        if (repeatRotateRight) {
            RotationRightButton();
        }

        if (repeatRotateLeft) {
            RotationLeftButton();
        }

        if (repeatPositionUp) {
            PositionUpButton();
        }

        if (repeatPositionDown) {
            PositionDownButton();
        }

        if (repeatPositionLeft) {
            PositionLeftButton();
        }

        if (repeatPositionRight) {
            PositionRightButton();
        }

    }

    public void CloseAppButton ()
    {

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        Application.Quit ();
    }

    public void RotationRightButton ()
    {
        // transform.Rotate (0, -rotationSpeed * Time.deltaTime, 0);
        GameObject.FindWithTag ("Model").transform.Rotate (0, -rotationSpeed * Time.deltaTime, 0);
    }

    public void RotationLeftButton ()
    {
        // transform.Rotate (0, rotationSpeed * Time.deltaTime, 0);
        GameObject.FindWithTag ("Model").transform.Rotate (0, rotationSpeed * Time.deltaTime, 0);
    }

    public void RotationRightButtonRepeat ()
    {
        // transform.Rotate (0, -rotationSpeed * Time.deltaTime, 0);
        repeatRotateRight=true;
    }

    public void RotationLeftButtonRepeat ()
    {
        // transform.Rotate (0, rotationSpeed * Time.deltaTime, 0);
        repeatRotateLeft=true;
    }

    public void ScaleUpButton ()
    {
        // transform.localScale += new Vector3(scalingSpeed, scalingSpeed, scalingSpeed);
        GameObject.FindWithTag ("Model").transform.localScale += new Vector3 (scalingSpeed, scalingSpeed,
scalingSpeed);
    }

    public void ScaleUpButtonRepeat ()
    {
        repeatScaleUp = true;
        Debug.Log ("Up");
    }
    public void ScaleDownButtonRepeat ()
    {
        repeatScaleDown = true;
        Debug.Log ("Down");
    }
    public void PositionDownButtonRepeat ()
    {
        repeatPositionDown = true;
    }
    public void PositionUpButtonRepeat ()
    {
        repeatPositionUp = true;
    }
    public void PositionLeftButtonRepeat ()
    {
        repeatPositionLeft = true;
    }
    public void PositionRightButtonRepeat ()

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{
    repeatPositionRight = true;
}

public void ScaleUpButtonOff ()
{
    repeatScaleUp = false;
    Debug.Log ("Off");
}
public void ScaleDownButtonOff ()
{
    repeatScaleDown = false;
    Debug.Log ("Off");
}

public void RotateLeftButtonOff ()
{
    repeatRotateLeft = false;
    Debug.Log ("Off");
}

public void RotateRightButtonOff ()
{
    repeatRotateRight = false;
    Debug.Log ("Off");
}
public void PositionRightButtonOff ()
{
    repeatPositionRight = false;
    Debug.Log ("Off");
}
public void PositionLeftButtonOff ()
{
    repeatPositionLeft = false;
    Debug.Log ("Off");
}
public void PositionUpButtonOff ()
{
    repeatPositionUp = false;
    Debug.Log ("Off");
}
public void PositionDownButtonOff ()
{
    repeatPositionDown = false;
    Debug.Log ("Off");
}

public void ScaleDownButton ()
{
    // transform.localScale += new Vector3(-scalingSpeed, -scalingSpeed, -scalingSpeed);
    GameObject.FindWithTag ("Model").transform.localScale += new Vector3 (-scalingSpeed, -scalingSpeed, -
scalingSpeed);
}

public void PositionUpButton ()
{
    GameObject.FindWithTag ("Model").transform.Translate (0, 0, -translationSpeed * Time.deltaTime);
}

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    }

    public void PositionDownButton ()
    {

        GameObject.FindWithTag ("Model").transform.Translate (0, 0, translationSpeed * Time.deltaTime);

    }

    public void PositionRightButton ()
    {

        GameObject.FindWithTag ("Model").transform.Translate (-translationSpeed * Time.deltaTime, 0, 0);

    }

    public void PositionLeftButton ()
    {

        GameObject.FindWithTag ("Model").transform.Translate (translationSpeed * Time.deltaTime, 0, 0); //
backward
    }

    public void ChangeScene (string a)
    {

        Application.LoadLevel (a);

    }

    public void AnyButton ()
    {

        Debug.Log ("Any");

    }

}

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