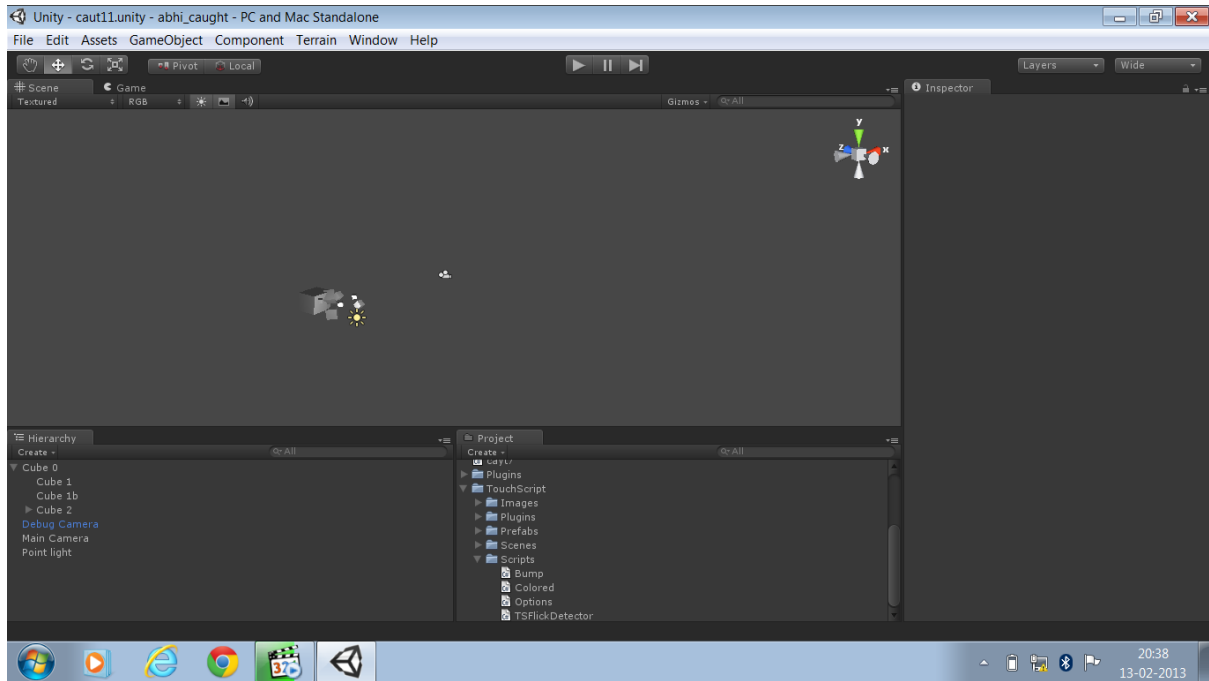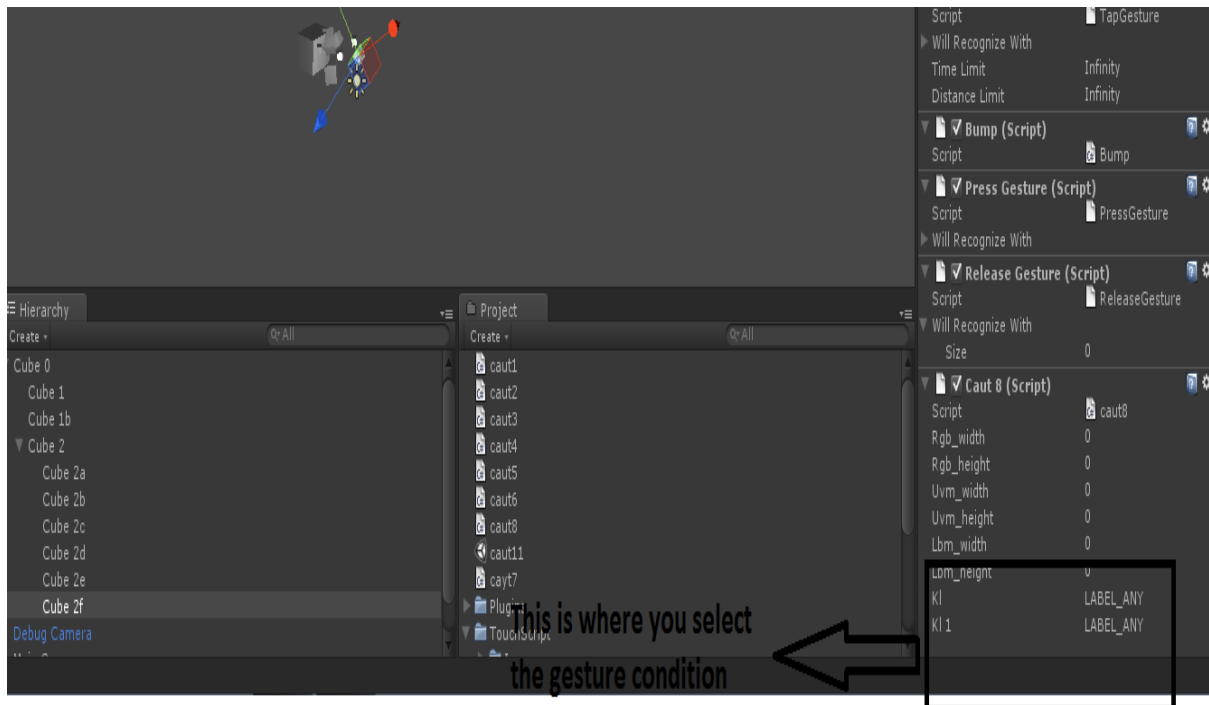These are snapshots how I modified the query parameter and used Gestures

The first picture shows the entire project setup for Unity

The second picture shows how to select the gesture conditions

The third picture shows the available options

here is the labels from where you can put the gesture condition.