SWIPUT API

METHODS AND PARAMETERS

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Overview

This package provides an integrated and a mathematical solution to doing swipe logic. it contains set of methods that focuses on a single implementation for cross platform applications.

Swiping based on the Horizontal Axis

Swiput.HorizontalAxis ()

Evaluates the Swipe based on the Horizontal axis, without clamping the Horizontality of the swipe angle, the horizontality of a swipe angle is an evaluation of how close the current swipe angle is to a perfect horizontal angle, which returns a floating point value between **0** and **1**(positive swipe axis) or **-1**(negative swipe axis). As the swipe angle continuously deviates from the perfect horizontal axis at **1**(positive swipe axis) or **-1**(negative swipe axis), it becomes **0** when the current swipe is now perfectly perpendicular to the horizontal axis.

Return:

It returns a value ranging from **1** (positive swipe axis) to **-1** (negative swipe axis).

Swiput.HorizontalAxisInRectTransform ()

Does the same swipe evaluation as above [**Swiput.HorizontalAxis ()**] but only within a set **ScreenArea**.

Parameter:

- **ScreenArea (RectTransform)**: Set area on screen where swipe can only happen.

Return:

It returns a value ranging from **1** (positive swipe axis) to **-1** (negative swipe axis).

Swiput.HorizontalAxisRaw ()

Evaluates the Swipe based on the Horizontal axis, by clamping the Horizontality of the swipe angle, such that the same value (**1** or **-1**) is given for every swipe made that is not perpendicular to the horizontal axis.

Parameter:

- **IsSmooth (Bool)**: Adds smoothing i.e. gradual increment from **0** to the return value (**1** or **-1**).

Return:

It returns a value of **1** (positive swipe axis), **-1** (negative swipe axis) or **0** (perpendicular axis).

Swiput.HorizontalAxisRawInRectTransform ()

Does the same swipe evaluation as above [**Swiput.HorizontalAxisRaw ()**] but only within a set **ScreenArea**.

Parameters:

- **ScreenArea (RectTransform)**: Set area on screen where swipe can only happen.
- **IsSmooth (Bool)**: Adds smoothing i.e. gradual increment from **0** to the return value (**1** or **-1**).

Return:

It returns a value of **1** (positive swipe axis), **-1** (negative swipe axis) or **0** (perpendicular axis).

Swiping based on the Vertical Axis

Swiput.VerticalAxis ()

Evaluates the Swipe based on Vertical axis, without clamping the Verticality of the swipe angle, the Verticality of a swipe angle is an evaluation of how close the current swipe angle is to a perfect vertical angle, which returns a floating point value between **0** and **1** or **-1**. As the swipe angle is continuously deviating from the perfect vertical axis at **1**(positive swipe axis) or **-1**(negative swipe axis), it becomes **0** when the current swipe is now perfectly perpendicular to the vertical axis.

Return:

It returns a value ranging from **1** (positive swipe axis) to **-1** (negative swipe axis).

Swiput.VerticalAxisInRectTransform ()

Does the same swipe evaluation as above [**Swiput.VerticalAxis ()**] but only within a set **ScreenArea**.

Parameter:

- **ScreenArea (RectTransform)**: Set area on screen where swipe can only happen.

Return:

It returns a value ranging from **1** (positive swipe axis) to **-1** (negative swipe axis).

Swiput.VerticalAxisRaw ()

Evaluates the Swipe based on Vertical axis, by clamping the Verticality of the swipe angle, such that the same value (**1** or **-1**) is given for every swipe made that is not perpendicular to the perfect vertical axis.

Parameter:

- **IsSmooth (Bool)**: Adds smoothing i.e. gradual increment from **0** to the return value (**1** or **-1**).

Return:

It returns a value of **1** (positive swipe axis), **-1** (negative swipe axis) or **0** (perpendicular axis).

Swiput.VerticalAxisRawInRectTransform ()

Does the same swipe evaluation as above [**Swiput.VerticalAxisRaw ()**] but only within a set **ScreenArea**.

Parameters:

- **ScreenArea (RectTransform)**: Set area on screen where swipe can only happen.
- **IsSmooth (Bool)**: Adds smoothing i.e. gradual increment from **0** to the return value (**1** or **-1**).

Return:

It returns a value of **1** (positive swipe axis), **-1** (negative swipe axis) or **0** (perpendicular axis).

Touch

Swiput.TouchInRectTransform (Overload 1)

Checks if a pointer input (cross platform) is pressed within a **ScreenArea**.

Parameters:

- **ScreenArea (RectTransform)**: Set area on screen where swipe can only happen.
- **AxisVal (Float)**: Set the return value of your choice as this parameter.
- **IsSmooth (Bool)**: Adds smoothing i.e. gradual increment from **0** to the return value.

Return:

It returns the set value of **AxisVal** when pointer is pressed within the **ScreenArea**.

Swiput.TouchInRectTransform (Overload 2)

Checks if a pointer input (cross platform) is pressed within a **ScreenArea**.

Parameters:

- **ScreenArea (RectTransform)**: Set area on screen where swipe can only happen.
- **IsTouched (Ref Bool)**: Keeps track of the pressed state of the pointer input.
- **AxisVal (Float)**: Set the return value of your choice as this parameter.
- **IsSmooth (Bool)**: Adds smoothing i.e. gradual increment from **0** to the return value.

Return:

It returns the set value of **AxisVal** when pointer is pressed within the **ScreenArea**.