

**Pixel Sunset Studio**  
**Simple Swipe Detector**  
**- Documentation -**

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### 1 - Introduction

SimpleSwipeDetector is an independent script allowing you to detect up, down, left and right swipes and run custom code based on the outcome.

### 2 - How to use SimpleSwipeDetector

- Drag the SimpleSwipeDetector script on any game object in the scene.

- Set a Dead Zone value equal or above 0.

- Create a custom script and add void types methods for the actions you want to perform :

```
void YourUpMethod()
{
    //Do something
}
```

- Add your custom functions to the relevant Actions in the OnEnable method of your script :

```
void OnEnable()
{
    PixelSunsetStudio.SimpleSwipeDetector.OnSwipeUp += YourUpMethod;
    PixelSunsetStudio.SimpleSwipeDetector.OnSwipeDown += YourDownMethod;
    PixelSunsetStudio.SimpleSwipeDetector.OnSwipeLeft += YourLeftMethod;
    PixelSunsetStudio.SimpleSwipeDetector.OnSwipeRight += YourRightMethod;
}
```

- Remove your custom functions from the relevant Actions in the OnDisable method :

```
void OnDisable()
{
    PixelSunsetStudio.SimpleSwipeDetector.OnSwipeUp -= YourUpMethod;
    PixelSunsetStudio.SimpleSwipeDetector.OnSwipeDown -= YourDownMethod;
    PixelSunsetStudio.SimpleSwipeDetector.OnSwipeLeft -= YourLeftMethod;
    PixelSunsetStudio.SimpleSwipeDetector.OnSwipeRight -= YourRightMethod;
}
```

### 3 - Contact

If you have any problems, please do not hesitate to contact us at

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