# Super-responsive Swipe Controls

How to use the 'swipe' script:

1. Create a public variable of type 'swipe' in your script. For example,
   Public swipe swipeController;
2. Drag and drop a reference of the script in the inspector to the script where the variable is declared (look at example scene)
3. In the update method, check to see when the swipe Booleans are true (see image below for reference). Add your code in the 'if' check to perform some action on swipe.
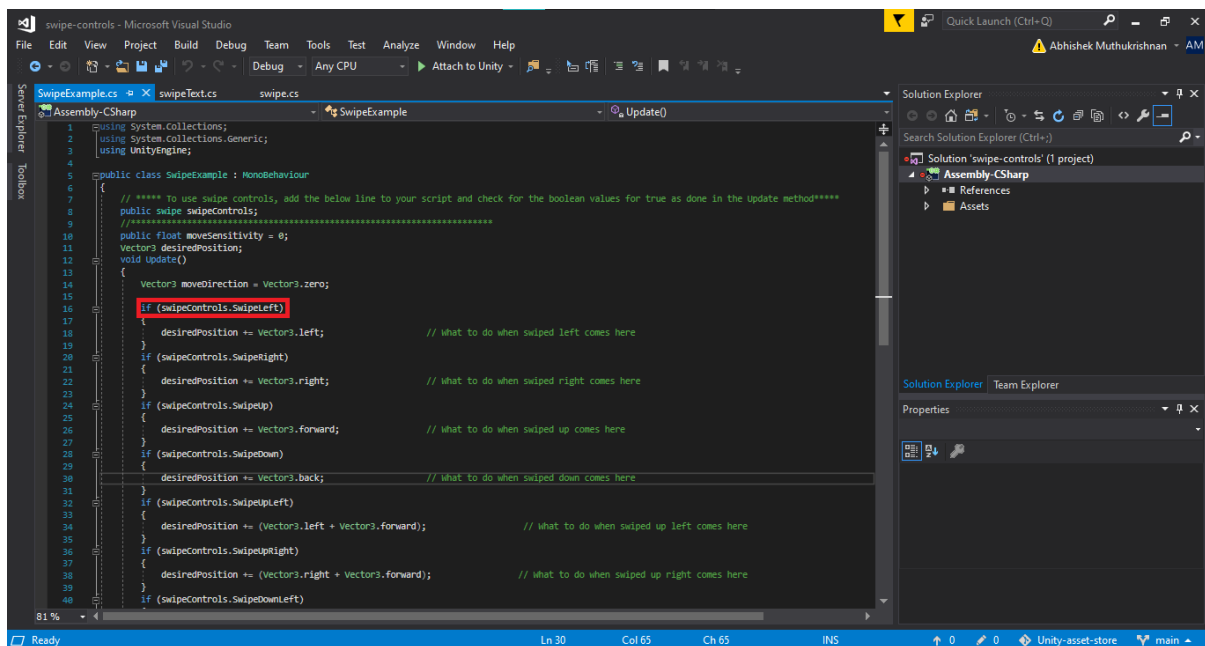
4. The script supports both types of swipes – 4-directional swiping and 8-directional swiping. In the inspector, click the dropdown on the 'swipe' script to select the type of swiping.
5. If you have some good programming knowledge, you can edit the code to use events instead of the simple 'if' check. It is best to play around with the code in the 'swipe' script if you do not have any prior knowledge of programming.

Directions and their corresponding variables:

For 4-directional swiping:

1. For upward swipe: Use 'SwipeUp'
   For example:
   If (swipe.*SwipeUp*)
   {
   }
2. For downward swipe: Use 'SwipeDown'
   For example:
   If (swipe.*SwipeDown*)
   {
   }

3. For left swipe: Use 'SwipeLeft'
   For example:
   If (swipe.*SwipeLeft*)
   {
   }
4. For right swipe: Use 'SwipeRight'
   For example:
   If (swipe.*SwipeRight*)
   {
   }

For 8-directional swiping, **in addition to the above commands**, 4 more variables come into play for the diagonal swipe detection:
1. For up-left swipe: Use 'SwipeUpLeft'
   For example:
   If (swipe.*SwipeUpLeft*)
   {
   }

2. For up-right swipe: Use 'SwipeUpRight'
   For example:
   If (swipe.*SwipeUpRight*)
   {
   }
3. For down-left swipe: Use 'SwipeDownLeft'
   For example:
   If (swipe.*SwipeDownLeft*)
   {
   }
4. For down-right swipe: Use 'SwipeDownRight'
   For example:
   If (swipe.*SwipeDownRight*)
   {
   }

Keep in mind:
1. Swipe works only when the swipe exceeds the deadzone limit which can be changed from the inspector.
2. Change the Double Tap Interval value to control the speed of the double-click or double-tap. Smaller the value, faster the double-click or double-tap need to be.
3. Use *LeftClick, DoubleLeftClick, RightClick and DoubleRightClick* when running on pc and use *Tap and/or DoubleTap* when running on mobile devices.