# Change log

## Version 1.1.6

Fixed OnGesture not being called.
Changed OnGesture to not pass the Fingers list directly.
Combined LeanSelect2D and LeanSelect3D into LeanSelect.
Added 'LeanMultiSelect' component to LeanTouch+.
Added 'ToggleSelection' setting to LeanSelect and LeanMultiSelect.
Added 'MultiSelect2DTransformRelative' demo scene to LeanTouch+.
Added 'MultiSelect3DTransformRelative' demo scene to LeanTouch+.
Added 'Select3DTransformRelativeRevert' demo scene to LeanTouch+.

## Version 1.1.5

Rewrote most of LeanTouch script to be simpler and more consistent.
Added StartedOverGui and FingerCount filter to most scripts.
Removed all gesture code from LeanTouch script (use LeanGesture instead)
Removed OnFingerDrag (use OnFingerSet instead).
Removed multi tap from LeanTouch script (use LeanMultiTap instead).

## Version 1.1.4

Rewrote 2d & 3D GameObject selection code to be more flexible.
Rewrote drag scripts to use same components as selection.
Added OrbitZoom and OrbitZoomSmooth demo scenes to LeanTouch+.
Added OrbitZoomSwipeSmooth demo scene to LeanTouch+.
Added Press3DPlaceOnLine demo scene to LeanTouch+.
Added Press3DPlaceOnPlane demo scene to LeanTouch+.
Fixed warnings in Unity 5.5.

## Version 1.1.3

Added 'RotateWith' setting to LeanOrbitCamera in LeanTouch+.
Added DoubleTap demo scene to LeanTouch+.

## Version 1.1.2

Added LeanTouch.RaycastGui method.
Added deselection to Select2D___ & Select3D___ demo scenes.
Added DragLineFade demo scene to LeanTouch+.
Added DragTrailFade demo scene to LeanTouch+.
Added RaycastManager2D demo scene to LeanTouch+.
Added RaycastManager3D demo scene to LeanTouch+.
Added DragShoot demo scene to LeanTouch+.
Changed LeanDragLine and LeanDragTrail implemenetations.
Updated Smooth shader to not produce warnings in Unity 5.4+.

## Version 1.1.1

Improved all example scenes.
Moved everything into the Lean.Touch namespace.

## Version 1.1.0

Replaced auto-destruction of multiple LeanTouch instances with a warning.

## Version 1.0.9

Tidied up a lot of code.
Removed most garbage.
Rewrote all the demo scenes to be clearer and more useful.
Fixed a few small issues.
Separated Snapshot class.

## Version 1.0.8

Fixed SimpleSwipeDirection and SimpleSplitScreen script files.

## Version 1.0.7

Moved main build to Unity 5.

Made it so a tap and a swipe cannot occur at the same time for each finger.

Added the 'Simple Split Screen' demo scene.

## Version 1.0.6

Added the 'Simple Swipe Direction' demo scene.

## Version 1.0.5

Fixed an issue where not using the new UI would throw errors.

## Version 1.0.4

Added the ability to record finger movements via 'Record Fingers'.

Added 'Simple Record To Lines' demo scene.

Added multi finger tap support via LeanTouch.OnMultiTap.

Added 'IsActive' to LeanFinger.

Changed swipe behavior to use recorded data.

## Version 1.0.3

Changed 'Simple Tap' scene to include blocking UI elements.

Added 'Simple Zoom' scene.

Added 'Simple Orthographic Zoom' scene.

## Version 1.0.2

Changed Up/Set/Down behaviour to be simpler.

Fixed 'OnPinch' from being called every frame.

Added support for long touches (Held Threshold, LeanFinger.HeldSet, etc)

Added 'Simple Info' demo scene.

Added layer masks to 'Simple Drag' script.

## Version 1.0.1

Removed unused LeanKey.cs script.

## Version 1.0.0

Initial Release.