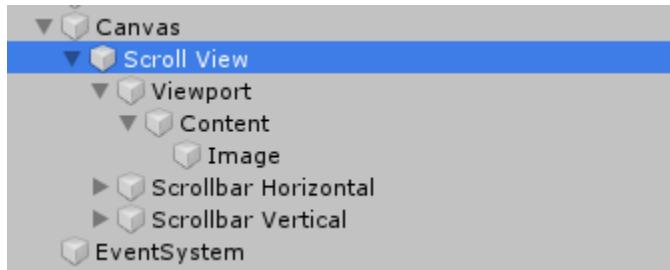


# Pinchable ScrollRect Documentation

(by LokoSolo Games)

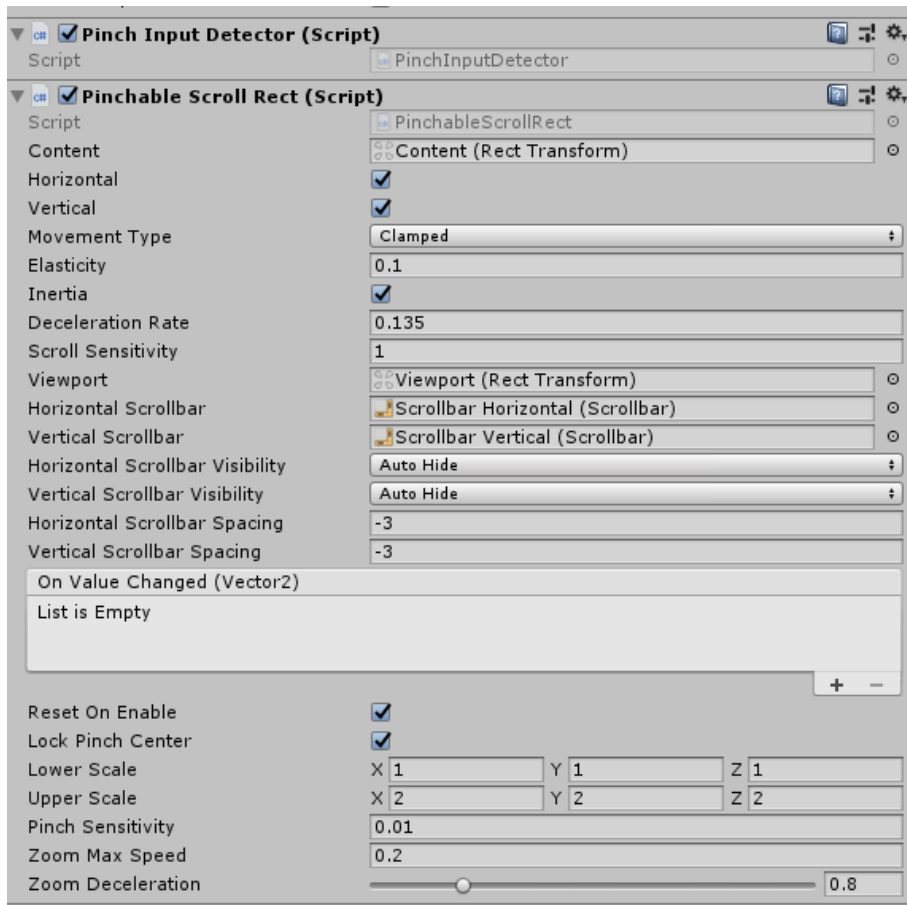
## Quick Start

Add a normal Scroll View GameObjects.



Replace Scroll Rect to Pinchable Scroll Rect script as below.

Add the Pinch Input Detector component if you would like enable mobile touches pinching feature.



## Classes

### PinchEventData

A event data that wraps two Unity's PointerEventData touches and a relative distance delta value.

## Interfaces

### IPinchStartHandler

*void OnPinchStart(PinchEventData eventData)*

- Called by Pinch Input Detector when a pinch movement is started.

### IPinchEndHandler

*void OnPinchEnd(PinchEventData eventData)*

- Called by Pinch Input Detector when a pinch movement is ended.

### IPinchZoomHandler

*void OnPinchZoom(PinchEventData eventData)*

- Called by Pinch Input Detector when a pinch movement is performed.

## Components

### Pinch Input Detector

The scripts that detect Unity EventSystem's pointer event. It then transforms the pointer movement and determine when a pinch movement is performed.

**NOTE: Only applicable in mobile touches input.**

### Pinchable Scroll Rect

Inherited Unity UI's Scroll Rect component. By default transforming mouse scroll into zooming function. Support pinching if Pinch Input Detector is present.

#### *ResetOnEnable*

- Reset the scale of Content when the scroll rect is enabled.

#### *LockPinchCenter*

- Locking pinch center can prevent content dragging during zooming.

#### *LowerScale / UpperScale*

- Lower scale and Upper scale of the Content's rect transform.

#### *PinchSensitivity*

- The sensitivity of pinch movement to the zooming value.

#### *ZoomMaxSpeed*

- Maximum zooming speed.

### *ZoomDeceleration*

- Similar to the deceleration rate of inertia when dragging

Thank you for using this tool.

Feel free to contact me at [lokosolo.games@gmail.com](mailto:lokosolo.games@gmail.com) for any enquires.