

SIMPLE TOUCH CONTROL

Have you ever develop a mobile application/game and have spend much time to implement a input system for touch control and double effort for input equivalent for Unity editor to test function. If so, this package is for you.

The main purpose of this Simple input touch Unity package is to provide a simple function to enhance the effectiveness of developers who would like to focus on their algorithm and core functions rather than spending time on mobile (iOS/Android) input and debug input Unity editor. We focus on SIMPLE, HELPFUL and EASE.

The package also gives some examples/demos to demonstrate the ease and promising functions.

For more information, please don't hesitate to contact me via email dtngan91@gmail.com or udrawr@gmail.com

1. Content

"InputManager.cs" is the main script which manage all input functions as following. It supports Unity editor and Mobile (iOS/Android) platform.

Mobile	Unity editor
Tap	Left mouse click
Double Tap	Double mouse click
nTap (consecutive taps)	N mouse click (consecutive)
Long Tap	Long left mouse click
Drag	Drag mouse
Pinch	Scroll wheel mouse
Swiping finger	Swiping mouse cursor / Arrow keys
Pinch Rotate	Left control + mouse horizontal movement
Touch Began	Mouse click down

Touch Move	Mouse click move
Touch End	Mouse click up

To add your own event when those input is triggered

```
// register events
InputManager.Instance.onSingleTouch += onSingleTouch;
InputManager.Instance.onLongTouch += onLongTouch;
InputManager.Instance.onNTouch += onNTouch;
```

2. Demo

There are five scenes demo using those above input control.

- GenericTouch: Tap, LongTap, Single/Double/NTap
- Interactive3DCube: PinchRotate, Pinch, TouchMove
- PinchAndDragMap: Pinch, TouchMove
- SwipeMovement: Swipe left/right/up/down
- Throw: Swipe up