

# Change log

## 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.