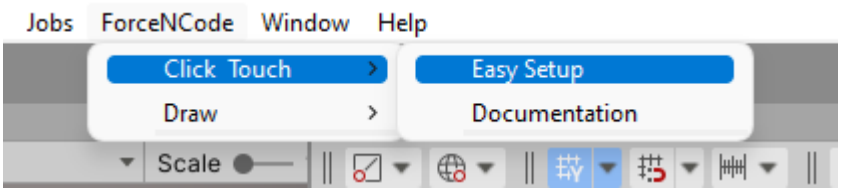
Force Click Touch Documentation

Initialization:

Force Click Online Documentation Page:
https://forcencode.com/ForceClickDocumentation



1- Find ForceNCode Bar on the Top Navigation Bar (File, Edit, Assets... etc.)
2- You should see a section as "Click & Touch", if not please be sure your project has no error so that it can compile at least once after importing this asset.
3- Press Easy Setup in the "Click & Touch" Section

What does Easy Setup do?

1- Checks previous(old) Click Controllers in the hierarchy and removes them.
2- Finds out any camera in the hiearchy(checks main camera first).
3- Adds 2 Click Controllers to the GameObject that has camera component. One is for Mobile Devices and touch checks, other is for desktop, PC, Standalone, Editor checks

4- Setup is completed.

Overview & Simple Usage:

In Runtime you will notice that one of the controller(according to device is Mobile or Desktop) is destroyed which is the intended action.

And will create a Singleton called "ClickEventsController" for being able to reach it in any state of your scene.

Important: This asset works with raycasts so that to get a click reaction raycast should hit a collider, which has a layer different than IgnoreRaycast (Layer : 2)

Example Method Usage:

ClickEventsController.Instance.GetInitalPosition();

Example Event Usage:

ClickEventsController.Instance.OnClickDown +=
YourMethodWhileUserClickedOrTouchedScreen;

ClickEventsController.Instance.OnClickHold +=
YourMethodWhileUserHoldingClickOrTouch;

Methods & Classes:

ClickController:

This class is inherited from ClickEventsController please use the fields, methods and events in ClickEventsController such as mentioned in Overview & Simple Usage Part.

ClickEventsController:

Fields:

Camera ThisCamera : Returns Camera component that ClickController is attached to.

float SwipeDistanceRequired: Swipe Distance for firing swipe events.

bool IsTouch: Returns Camera component that ClickController is attached to.

bool ShowRay: Returns Camera component that ClickController is attached to.

float MouseMoveOffset: Returns Camera component that ClickController is attached to.

Events:

OnClickDown: Fires when click down.

OnClickUp: Fires when click up.

OnClickUpNoSwiped: Fires when click up but not swiped.

OnClickHold: Fires when click holded.

OnClickStationary: Fires when click holded but not moved.

OnClickMoving: Fires when click holded but and moved according to MouseMoveOffset.

OnInitialPositionSet: Fires when initial click position set. Can be reach via InitialPosition.

OnSwipeRight: Fires when swiped right. According to SwipeDistanceRequired.

OnSwipeLeft: Fires when swiped left. According to SwipeDistanceRequired.

OnSwipeUp: Fires when swiped up. According to SwipeDistanceRequired.

OnSwipeDown: Fires when swiped down. According to SwipeDistanceRequired.

Methods:

Vector3 GetInitialPosition(): Get Initial Position Raw(without making any Screen conversions). You might get wrong value if don't use it after click ended. (Recommended Usage On Events: **OnInitialPositionSet**)

Vector3 GetInitialWorldPosition(): Get Initial Position after converting position via raycast hit. You might get wrong value if don't use it after click ended. (Recommended Usage On Events: **OnInitialPositionSet**)

Vector3 GetHoldPosition(): Get Hold Position Raw(without making any Screen conversions). You might get wrong value if don't use it after click ended. (Recommended Usage On Events: **OnInitialPositionSet**)

Vector3 GetHoldWorldPosition(): Get Hold Position after converting position via raycast hit. You might get wrong value if don't use it after click ended. (Recommended Usage On Events: **OnInitialPositionSet**)

Vector3 GetEndPosition(): Get End Position Raw(without making any Screen conversions). You might get wrong value if don't use it after click ended. (Recommended Usage On Events: **OnClickUp**)

Vector3 GetEndWorldPosition(): Get End Position after converting position via raycast hit. You might get wrong value if don't use it after click ended. (Recommended Usage On Events: **OnClickUp**)

Vector3 GetRayPoint(Vector3 Point): Converts screenpoint to ray point then gets it.

Vector3 GetInitialToEndDirection(): Gets the DIRECTION vector from intial click point to end click point

Vector3 GetInitialToEndWorld (): Gets the vector from intial click point to end click point and converts it to World Position

Vector3 GetInitialToHoldWorldDirection(): Gets the DIRECTION vector from intial click point to holding click point and converts it to World Position

Vector3 GetInitialToHoldDirection(): Gets the DIRECTION vector from intial click point to holding click point raw.

Vector3 GetInitialToHoldWorld (): Gets the vector from intial click point to holding click point and converts it to World Position