TOUCH LINE CONTROLLER

2. Getting Started

2.1. Import the package into your game.

2.2. Import into the scene both the **LineController** and **OrthographicCamera** prefabs. If you already have an existing camera you will have to tweak it in order to make it work with your implementation. You can start by checking the current configuration of the OrthographicCamera prefab properties. Make sure it is orthographic and the Z position is set correctly (same value as the prefab).

3. Customizing

3.1. Customizing colors

3.1.1. To change line colors simply the LineController script properties. The "Select Color" is the color of the line as the user is drawing in the screen. The "End Color" is the color used for when the shape closes itself (intercepts).
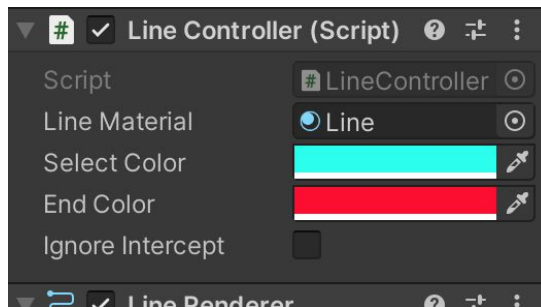
3.2. Customizing line

3.2.1. In order to change the default line (dashed) there are several alternatives. You could tweak the line renderer properties to increase width or the default "Line" material that renders a dashed line.