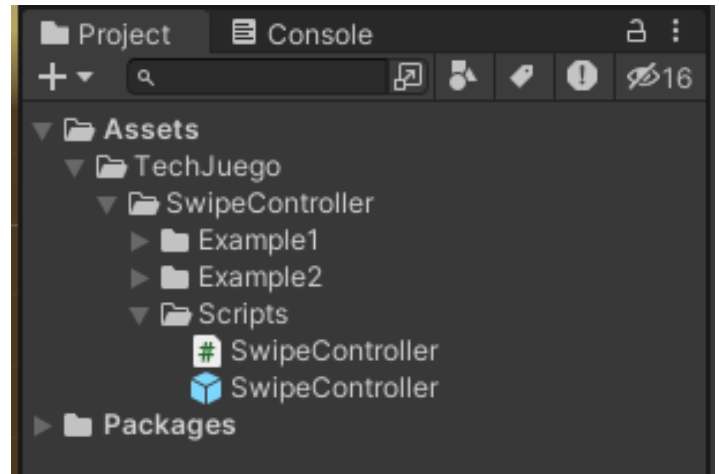# Simple Swipe Controller

- In this swipe controller, you get swipe up, Swipe down, Swipe left, and Swipe right input.
- This Swipe Controller works at speed even on low-end devices.
- Easy to use.

- To Use a swipe controller Drag and drop the Swipe controller in the scene.
- Then you can create your script where you want to use these inputs.

- Example of using Swipe controller

```
public class Example: MonoBehaviour
{
    private void OnEnable()
    {
        SwipeController.OnSwipeUp += SwipeController_OnSwipeUp;
        SwipeController.OnSwipeDown += SwipeController_OnSwipeDown;
        SwipeController.OnSwipeLeft += SwipeController_OnSwipeLeft;
        SwipeController.OnSwipeRight += SwipeController_OnSwipeRight;
    }
    private void OnDisable()
    {
        SwipeController.OnSwipeUp -= SwipeController_OnSwipeUp;
        SwipeController.OnSwipeDown -= SwipeController_OnSwipeDown;
        SwipeController.OnSwipeLeft -= SwipeController_OnSwipeLeft;
        SwipeController.OnSwipeRight -= SwipeController_OnSwipeRight;
```

```csharp
    }
    private void SwipeController_OnSwipeRight()
    {
        Debug.Log("Swipe Right");
    }
    private void SwipeController_OnSwipeLeft()
    {
        Debug.Log("Swipe Left");
    }
    private void SwipeController_OnSwipeDown()
    {
        Debug.Log("Swipe Down");
    }
    private void SwipeController_OnSwipeUp()
    {
        Debug.Log("Swipe Up");
    }
}
```