

Mobile Input Documentation

This documentation provides an overview of the mobile input system. The system utilizes the Enhanced Touch API of the Unity Input System to handle camera control gestures.

To use it, simply add the Mobile Input Prefab to your scene. It can be found under *Assets\TopsonGames\Strategy Rts Camera Controller*

1. Input Gesture Reference

The MobileInputManager handles all touch interactions and delegates actions to the CameraController.

| Gesture | Action | Description |
|-----------------------|-----------------|--|
| 1-Finger Drag | Camera Pan | Camera Pan: Moves the camera view across the battlefield. |
| 2-Finger Pinch | Zoom | Zoom: Pinch in or out to change camera height. |
| 2-Finger Twist | Camera Rotation | Camera Rotation: Rotate the camera yaw by twisting two fingers. |

2. Interaction Logic

The system operates in a single standard mode focused on camera navigation.

- **Panning:** A quick drag moves the camera based on panSensitivity.
- **Multi-Touch (Zoom & Rotation):** When two fingers are detected, the system handles zoom and rotation simultaneously:
 - **Zoom:** Based on the change in distance between touches.
 - **Rotation:** Based on the change in angle between touches.

3. Technical Implementation Details

Component Requirements

1. **Enhanced Touch Support:** The MobileInputManager automatically enables EnhancedTouchSupport in OnEnable() and disables it in OnDisable().
2. **Input Action References:** Requires two Action References for **Touch Position** and **Touch Contact** (Press).

Editor & Mobile Hybrid

The script includes logic to allow basic mouse-based testing (panning) in the editor when touch input is unavailable.

