



Studio Leaves' Unity3D Assets Simple Swipe Control

Version 1.1

[Online Documentation](#)

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Web Demo

- [Simple Swipe Control](#)

Other Assets for Unity 3D

- [FOV Cone of Visibility and Patrolling for Stealth Game](#)
- [Simple Pathfinder](#)
- [Game Object Fast Message System](#)

Simple Swipe Control allow you to catch the swipe gesture in 8 directions.

- UP
- DOWN
- LEFT
- RIGHT
- UP_LEFT
- UP_RIGHT
- DOWN_LEFT
- DOWN_RIGHT
- TOUCH

The plug in is really easy to use, follow this steps:

1. Put **SwipeControl Prefabs** into your scene.
2. Flag **bActiveVisualFeedback** if you want to see the feedback of your swipe.

3. Flag **bLeftClick** if you want to check left click mouse, else the mouse will check the right clicks. On tablet or phone, will work only on bLeftClick!
4. Open or create a Scripts into your scene and set the method that you want to call when the player do a swipe.
5. To Reduce the sensibility of the swipe you can increase the Parameter "**SwipeDistance**"
6. If you check "**InstantSwipe**" the plugin start to compute the swipe without a touch release!
7. You can also Switch to 4 direction to 8 direction using the property "Swype Type" in the inspector

To catch the swipe you have to set a **Callback Method** in your script. For example:

1. Create SwipeCatch.cs
2. Attach it to MainCamera Game Object as so write:

```
void Start () {
    GameObject.Find( "SwipeController"
).GetComponent<SwipeControl>().SetMethodToCall( MyCallbackMethod );
}

private void MyCallbackMethod( SwipeControl.SWIPE_DIRECTION iDirection )
{
    Debug.Log( iDirection );

    switch ( iDirection ) {
    case SwipeControl.SWIPE_DIRECTION.SD_UP:
        //This is a swipe up
        break;

    ...

    etc etc
    }
}
```

That's all!

Mobile Touch support (BETA)

With 1.1 version you can use the new version of Touch Input of Unity. The only thing you have to do is to put as true the parameter `bMobileTouchBased` this is still in beta, so please, if you have some problems contact me!

