

P3dInputManager

This component converts mouse and touch inputs into a single interface.

SimulateMultiFingers

This allows you to simulate multi touch inputs on devices that don't support them (e.g. desktop).

PinchTwistKey

This allows you to set which key is required to simulate multi key twisting.

MultiDragKey

This allows you to set which key is required to simulate multi key dragging.

1. [P3dInputManager](#)
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2. [PinchTwistKey](#)

3. [MultiDragKey](#)