

# SgtInputManager

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

## SimulateMultiFingers

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

## PinchTwistKey

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

## MultiDragKey

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