Touch Control V1.3 (Unity & Unity Pro)

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Descriptions:

Touch Control V1.3 is a unique script written in C# for Unity & Unity Pro 3.5 and upper versions. It's a single script solution for detecting the different touch gestures like swipe directions, single tap, double tap and long tap. Now it has the ability to detect **Multi-Touch** (2 & 3 Fingers touch) also. It's amazingly easy to integrate and highly customizable. It works out of the box. Applicable for any touch screen applications or games (Android & iOS).

Main features:

* Single script solution for detecting touch, Multi-Touch and different gestures

* Amazingly easy to integrate

* Super-fast solution for touch & gesture control for Android & iOS applications and games

* Very few customizable attributes

* Detect Single Touch/Tap

* Detect Double Tap

* Detect Long Tap

* Detect Horizontal and Vertical Swipe

* Detect **2 & 3 fingers touch** (**Multi-Touch**)

Change log:

V1.3 (Current)

Unity & Unity Pro lower version support. Now it supports from Unity & Unity Pro version 3.5 and upper till the latest.

V1.2

Added the ability to detect **multi-touch (2 & 3 fingers multi touch)**

V1.1

Minor bug fixes

V1.0

Initial release

Single tap, Double tap & long touch detection

Horizontal and Vertical Swipe

Next Version (Expected Soon)

Java Script Support

Multi-Finger Swipe

More examples and different demo scene

Zoom / Pinch for Multi-Touch

How to use:

After importing the package find one prefab named *touchSense* inside the *prefabs* folder. Drag the prefab inside the Unity scene and immediately it will start sensing the touch gestures for your android or iOS projects.

Customizable Attributes:

VSwipe Zone / HSwipe Zone: Define the touch area, default value 50.

Min Swipe Distance: The minimum distance needs to be covered to detect a swipe. Default value 20.

Min Swipe Time: The minimum swipe time to detect a swipe. Default value 2.

Double Tap Time: The main time differentiator for double and single tap. Default value 0.2.

Long Tap Time: The minimum time duration required detecting a long touch. Default value 0.5.

The script needs to be customized to deliver according to your exact requirements also for different target screen resolutions. One demo scene is provided to understand the script functionality.

If you have any further doubts or problem or need any help to integrate the script, feel free to contact me.

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