using System;

using System.Collections;

using UnityEngine;

using UnityEngine.EventSystems;

public class EventSystemChecker : MonoBehaviour

{

//public GameObject eventSystem;

// Use this for initialization

void Awake ()

{

if(!FindObjectOfType<EventSystem>())

{

//Instantiate(eventSystem);

GameObject obj = new GameObject("EventSystem");

obj.AddComponent<EventSystem>();

obj.AddComponent<StandaloneInputModule>().forceModuleActive = true;

obj.AddComponent<TouchInputModule>();

}

}

}