

TouchPhysics (a Unity3d Asset)

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Introduction

Hello Thanks for purchasing this product.

If you need to contact me for any reason you can find my contact information [here](#).

Description

Allows you to Grab, Drag, Fling, and Drop objects.

Features

Allows for both Mouse and Touch input.

Easily change the spring settings.

Easily change to 2D.

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Inspector UI

TouchObject:

this is your virtual Hand in the game and it what contains the Spring Component.

InputType:

Touches or Mouse

MouseButton:

if Mouse is the InputType it's the button on the mouse that will be used to interact with the objects.

AutoTouchDistance:

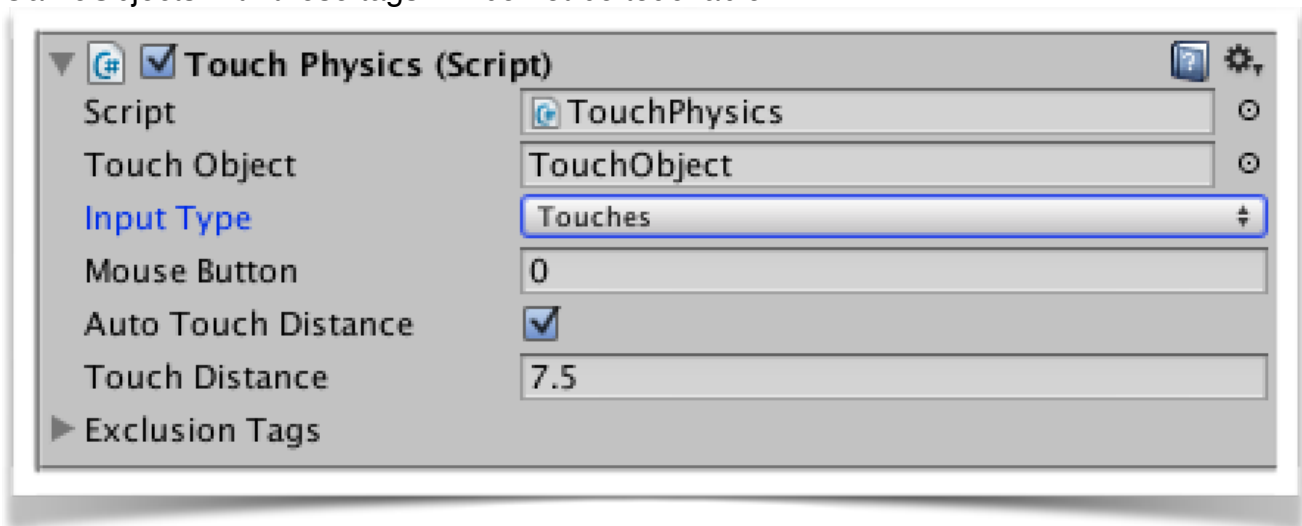
If True, AutoTouchDistance will allow keep the Object at it's "Z" position

TouchDistance:

if AutoTouchDistance is false the object will move to this "Z" position when touched

ExclusionTags:

GameObjects with these tags will be not be touchable.



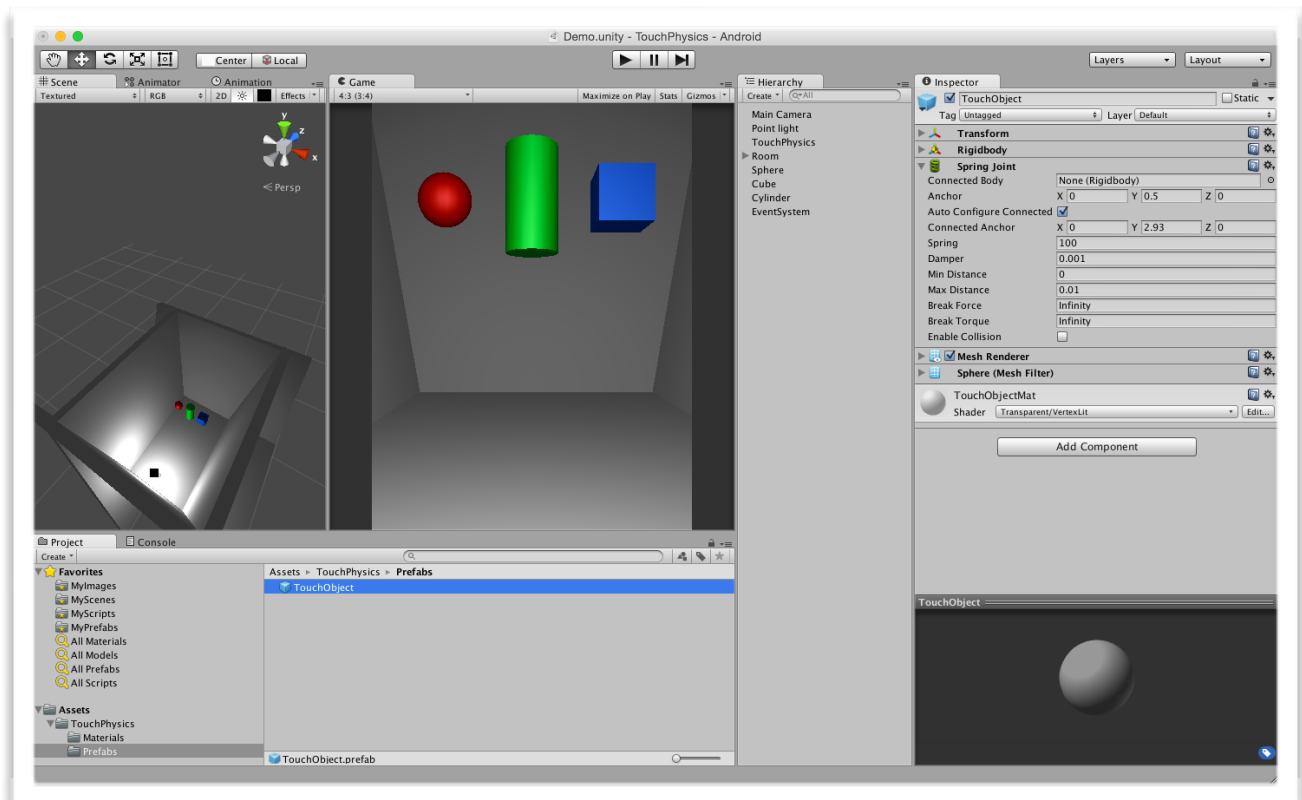
Changing Spring Settings

go to Assets -> TouchPhysics -> Prefabs

Select the TouchObject and change the spring joint settings in the editor

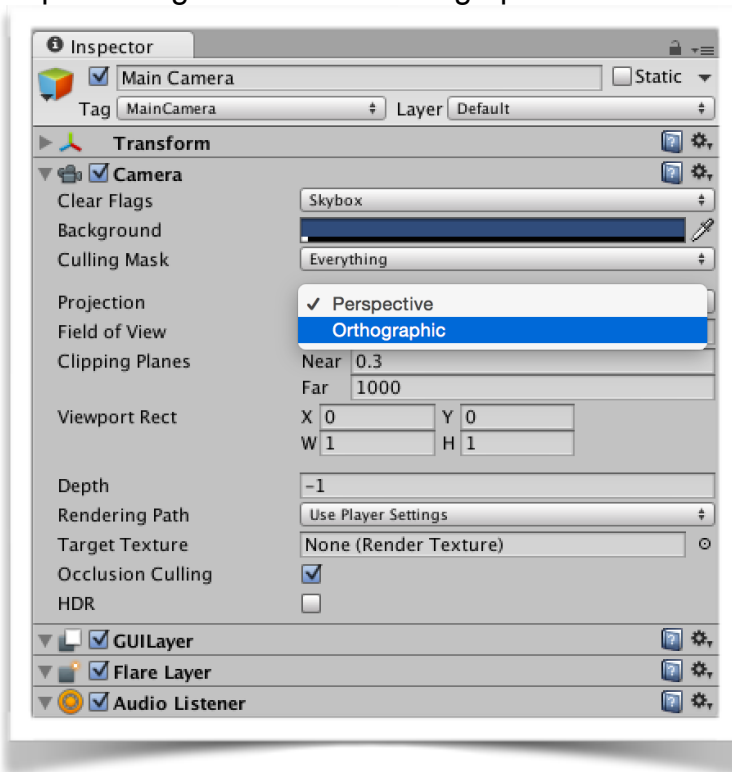
for more info

<http://docs.unity3d.com/Manual/class-SpringJoint.html>



Changing to 2D

step1: Change Camera to Orthographic



step2: Lock the Z position of the object you will be interacting with
(Optional Lock the X,Y and Z Rotation)

