Studio Leaves' Unity3D Assets
Simple Swipe Control

Version 1.0.4

[Online Documentation](#)

Email: gaetano@studioleaves.com
Website: www.studioleaves.com
Web Demo
- **[Simple Swipe Control](#)**

Other Assets for Unity 3D
- **[FOV Cone of Visibility and Patrolling for Stealth Game](#)**
- **[Simple Pathfinder](#)**
- **[Game Object Fast Message System](#)**

Simple Swipe Control allow you to catch the swipe gesture in 8 directions.
- UP
- DOWN
- LEFT
- RIGHT
- UP_LEFT
- UP_RIGHT
- DOWN_LEFT
- DOWN_RIGHT
- TOUCH

The plug in is really easy to use, follow this steps:

1. Put **SwipeControl Prefabs** into your scene.
2. Flag **bActiveVisualFeedback** if you want to see the feedback of your swipe.

3. Flag **bLeftClick** if you want to check left click mouse, else the mouse will check the right clicks. On tablet or phone, will work only on bLeftClick!
4. Open or create a Scripts into your scene and set the method that you want to call when the player do a swipe.
5. To Reduce the sensibility of the swipe you can increase the Parameter "**SwipeDistance**"
6. If you check "**InstantSwipe**" the plugin start to compute the swipe without a touch release!
7. You can also Switch to 4 direction to 8 direction using the property "Swype Type" in the inspector

```
void Start () {
      GameObject.Find( "SwipeControl"
).GetComponent<SwipeControl>().SetMethodToCall( MyCallbackMethod );
}


private void MyCallbackMethod( SwipeControl.SWIPE_DIRECTION iDirection )
{
      switch ( iDirection ) {
      case SwipeControl.SWIPE_DIRECTION.SD_UP:
            //This is a swipe up
      break;

      …

      etc etc
      }
}
```

To JavaScript User

Use the prefabs *SwipeControllerJS* and in your scene use *ExampleSceneJS* as Example! Remember to Deattach all C# Script and Prefabs of SwipeController from your scene! To any other question, please contact me.