



Studio Leaves' Unity3D Assets Simple Swipe Control

Version 1.0.4

[Online Documentation](#)

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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!

```
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.