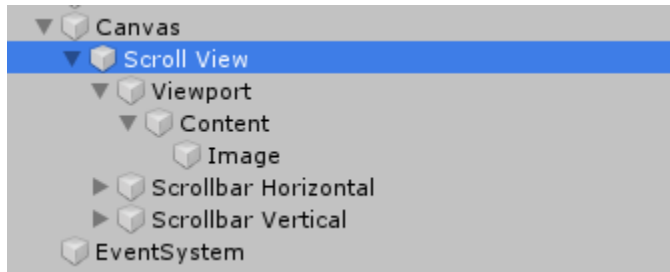


Pinchable ScrollRect Documentation

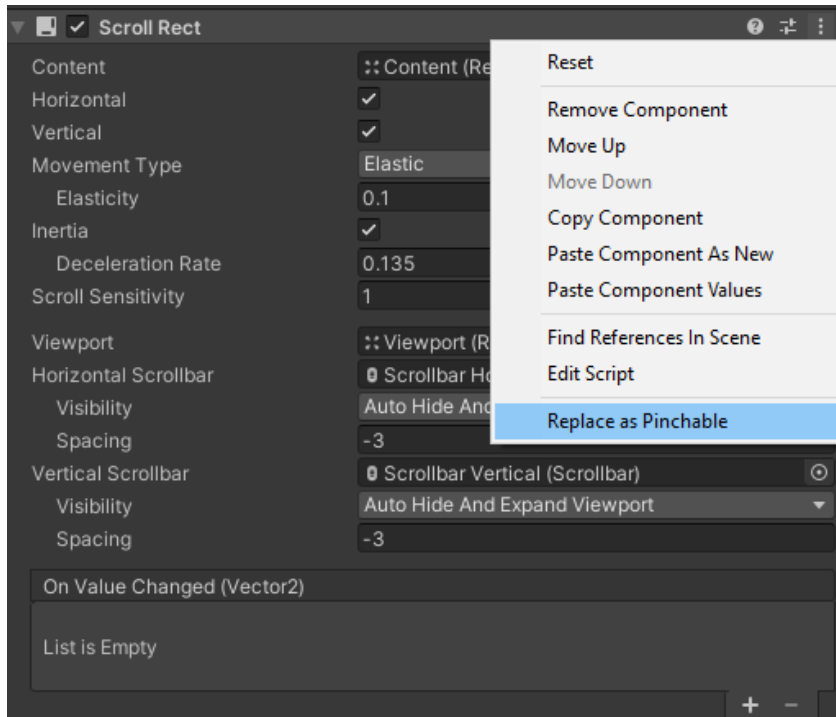
(by LokoSolo Games)

Quick Start

Add a normal Scroll View GameObjects.



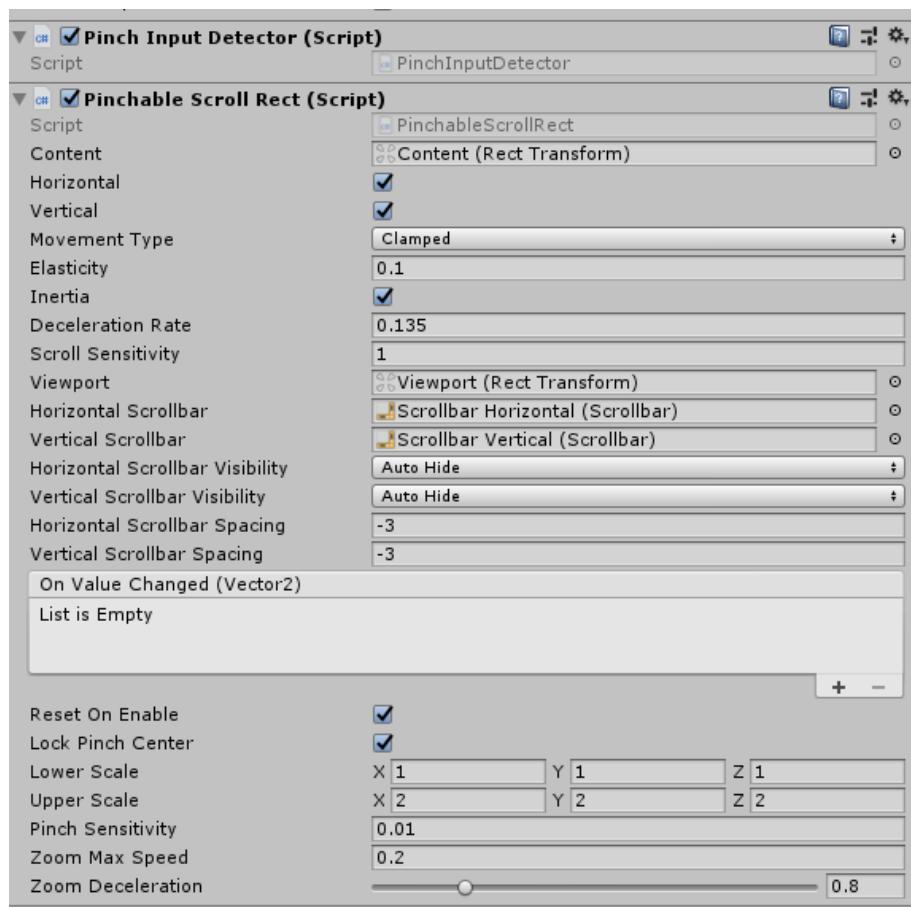
[Added in v1.0.1]



Simply click “Replace as Pinchable” to convert built-in Unity Scroll Rect to Pinchable Scroll Rect.

Replace Scroll Rect to Pinchable Scroll Rect script as below.

Add the Pinch Input Detector component if you would like to enable mobile touches pinching feature.



Classes

PinchEventData

A event data that wraps two Unity's PointerEventData touches and a relative distance delta value.

Interfaces

IPinchStartHandler

void OnPinchStart(PinchEventData eventData)

- Called by Pinch Input Detector when a pinch movement is started.

IPinchEndHandler

void OnPinchEnd(PinchEventData eventData)

- Called by Pinch Input Detector when a pinch movement is ended.

IPinchZoomHandler

void OnPinchZoom(PinchEventData eventData)

- Called by Pinch Input Detector when a pinch movement is performed.

Components

Pinch Input Detector

The scripts that detect Unity EventSystem's pointer event. It then transforms the pointer movement and determine when a pinch movement is performed.

NOTE: Only applicable in mobile touches input.

Pinchable Scroll Rect

Inherited Unity UI's Scroll Rect component. By default transforming mouse scroll into zooming function. Support pinching if Pinch Input Detector is present.

ResetOnEnable

- Reset the scale of Content when the scroll rect is enabled.

LockPinchCenter

- Locking pinch center can prevent content dragging during zooming.

LowerScale / UpperScale

- Lower scale and Upper scale of the Content's rect transform.

PinchSensitivity

- The sensitivity of pinch movement to the zooming value.

ZoomMaxSpeed

- Maximum zooming speed.

ZoomDeceleration

- Similar to the deceleration rate of inertia when dragging

Thank you for using this tool.

Feel free to contact me at lokosolo.games@gmail.com for any enquires.