

Change log

Version 1.0.9

- Tidied up a lot of code.
- Removed most garbage.
- Rewrote all the demo scenes to be clearer and more useful.
- Fixed a few small issues.
- Separated Snapshot class.

Version 1.0.8

- Fixed SimpleSwipeDirection and SimpleSplitScreen script files.

Version 1.0.7

- Moved main build to Unity 5.
- Made it so a tap and a swipe cannot occur at the same time for each finger.
- Added the 'Simple Split Screen' demo scene.

Version 1.0.6

- Added the 'Simple Swipe Direction' demo scene.

Version 1.0.5

- Fixed an issue where not using the new UI would throw errors.

Version 1.0.4

- Added the ability to record finger movements via 'Record Fingers'.
- Added 'Simple Record To Lines' demo scene.
- Added multi finger tap support via LeanTouch.OnMultiTap.
- Added 'IsActive' to LeanFinger.
- Changed swipe behavior to use recorded data.

Version 1.0.3

- Changed 'Simple Tap' scene to include blocking UI elements.
- Added 'Simple Zoom' scene.
- Added 'Simple Orthographic Zoom' scene.

Version 1.0.2

- Changed Up/Set/Down behaviour to be simpler.
- Fixed 'OnPinch' from being called every frame.
- Added support for long touches (Held Threshold, LeanFinger.HeldSet, etc)
- Added 'Simple Info' demo scene.
- Added layer masks to 'Simple Drag' script.

Version 1.0.1

- Removed unused LeanKey.cs script.

Version 1.0.0

- Initial Release.