

OBJECT ROTATION BY SWIPES

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COMMON STATEMENTS

This asset lets you rotate 3D objects in scene by swipes (Android) and by mouse (PC). Object must have collider component to be rotatable, because it is used to check whether touch/click is on objects model. To allow your object to rotate, just add script “RotationScript” to it as component.

1. SERIALIZED FIELDS

1.1 private float rotationForce

Variable that is responsible for how fast object should rotate. Basically, it is multiplier of swipe length. By default is set to 0.05.

2. FIELDS

2.1 private GameObject rotatableObject

GameObject, which will be rotated by script. Must have collider component.

2.2 private Collider objectCollider

Collider component of rotatable onject.

2.3 private bool shouldRotate = false

If set to true swipes will rotate object.

2.4 private Vector3 lastMousePos

Mouse position from previous frame.

2.5 private Vector2 mousePosDelta

Difference between mouse positions from current and previous frame.

3. METHODS

3.1 void Start()

Default MonoBehaviour method. Initializes fields.

3.2 void Update()

Default MonoBehaviour method. Invokes functions to check user’s actions and rotate object according to it.

3.3 void CheckSwipesRotation()

Main rotation method. Checks user's swipes and rotate object.

3.4 Vector3 GetSwipeAxisPerp()

Gets axis to rotate around according to user's swipe.

3.5 float GetSwipeLength()

Gets length of user's swipe.

3.6 void checkTouchOnCollider()

Check if touch is on object's collider.

3.7 Vector2 GetMousePosDelta()

Returns field mousePosDelta.

3.8 void UpdateMousePosDelta()

Writes difference between mouse positions from current and previous frame in variable mousePosDelta.