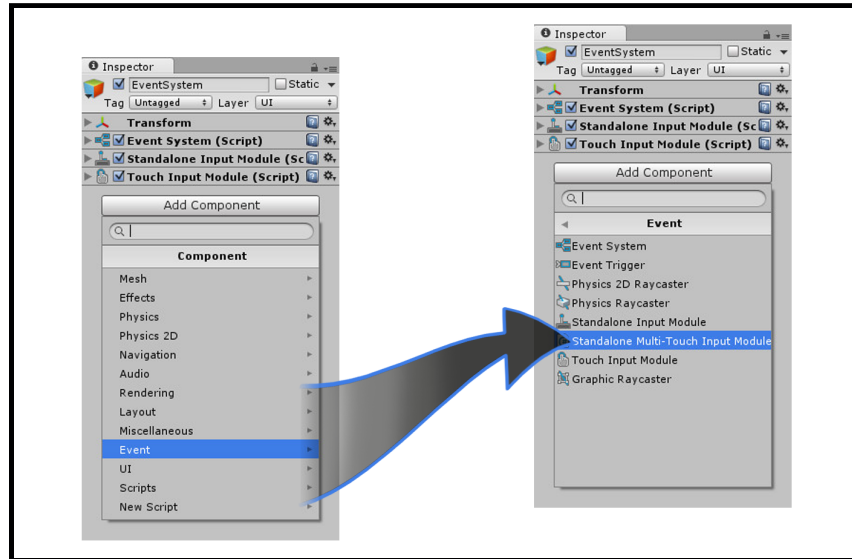


STANDALONE MULTI-TOUCH INPUT MODULE!

Thank you for downloading Standalone Multi-Touch Input Module(SMTIM)!
To get started using SMTIM, simply add the Standalone Multi-Touch Input Module to your EventSystem that is in your scene. You can do this by:

Add Component > Event > Standalone Multi-Touch Input Module



After adding this component, you may get a few Console Logs telling you that other Input Modules have been disabled in order for the new SMTIM to work correctly.

Congratulations! You are now able to test your mobile games within a Standalone test!

Please check out our support website for an Online Readme, Troubleshooting, free example scripts, downloads, and other goodies!

[ASSET SUPPORT PAGE](#)

If you find this Asset useful, please give us a review on the [Unity Asset Store](#)!

HAPPY GAME MAKING!

THESE ASSETS GO GREAT WITH SMTIM!

