Drag Queen 2D

Drag Queen 2D is a Unity component (MonoBehaviour) for handling drag-and-drop and drag-to-rotate.

Examples

Included are a set of example scenes that show Drag Queen 2D in action. By default, these are located in "Assets\Drag Queen 2D\Examples".

Thank you!

These creations are a labor of love for me. It's very rewarding to know that what I make goes out into the world and helps people. Please feel free to contact me if you need any assistance or have any feedback. Thank you for your purchase, and I hope you enjoy using Drag Queen 2D!

Christopher

If you like Drag Queen 2D, please tell everyone!

Leave a review on the Asset Store.

If you don't like Drag Queen 2D, please tell me!

Let me know how I can help: support@ChristopherCreates.com

Adding the Component

To use DQ2D, just drag and drop the DragQueen2D file onto the GameObject you want to use dragging with. By default, it is located at "Assets\Drag Queen 2D\DragQueen2D". You can also select the GameObject, click "Add Component" in its inspector, and then go under "Scripts", "ChristopherCreates.DragQueen2D", and "DragQueen2D".

DQ2D requires that the GameObject also have RigidBody2D and Collider2D components.

Configuration

DQ2D has many options, but will only display the ones that are relevant to how you're using it. Each option has a description in its tooltip, so just hover your mouse over it to learn what it does. If you stop using an option, it will still be saved in case you start using it again.

Space

Several of the options have a "Space" setting. This determines how a given distance is measured. World space is the usual coordinate system that your GameObjects are placed in. Screen space is measured in pixels of the playing device's screen. ViewPort space is normalized screen space, measured from 0,0 (bottom-left) to 1,1 (top-right).

Position

To change the GameObject's position when dragging, set "Drag Type" to "Position". This will enable many position-related options, including targets, casting, and messages (see below).

Targets

If you want the dragging GameObject to interact with other GameObjects, select "Use Targets". This will allow you to do things like require a drop target, filter target types, or send target messages.

Casting

By default, DQ2D just looks for targets that are dragged directly over. But you can also use casting to search for targets anywhere in the scene. This is good for "snap to" dragging where you want the GameObject to drop onto a target that it isn't actually over. To use casting, select "Use Targets" and "Target Casting".

Messages

DQ2D can send a variety of messages to targets it encounters. It has messages for hover enter, hover stay, hover exit, and drop. Each message can also send a custom value. These are useful for activating highlights to indicate where the GameObject would drop and processing the drop itself. To use messages, select "Use Targets" and "Send Messages".

Rotation

DQ2D can also be used for drag-to-rotate. To use this, just set Drag Type to "Rotation".