

# Change log

## 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.