Control Game Objects

This tool allows you to easily control your 3D game objects. Allows you to scale, drag, and rotate game objects. It supports mouse control of game objects and touch control of game objects. Allows you to easily control game objects on your mobile phone or other touch screens. It is very simple to use, just add a script to your game object.

Features：

1. Very easy to use
2. Contains multiple adjustable parameters
3. Support mouse and finger touch input control
4. Support URP, HDRP, Built-in render pipeline
5. Good after-sales support

In order to better show you the better game effect, I used "Cinemachine" and "3D Game Kit - Character Pack" Package. when making the demo scene.

So please import "Cinemachine" in the Package Manager before importing this package.

Download And import "3D Game Kit - Character Pack". before importing this package.

https://assetstore.unity.com/packages/3d/3d-game-kit-character-pack-135217

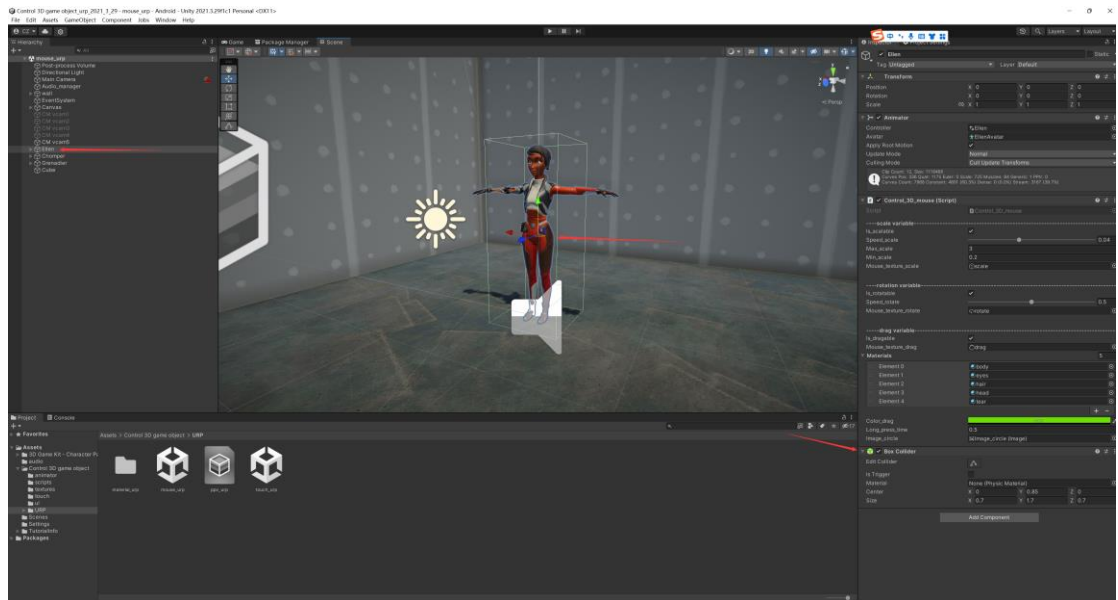The "touch" scene needs to be built to the phone to run correctly

If you have any questions, please feel free to contact me
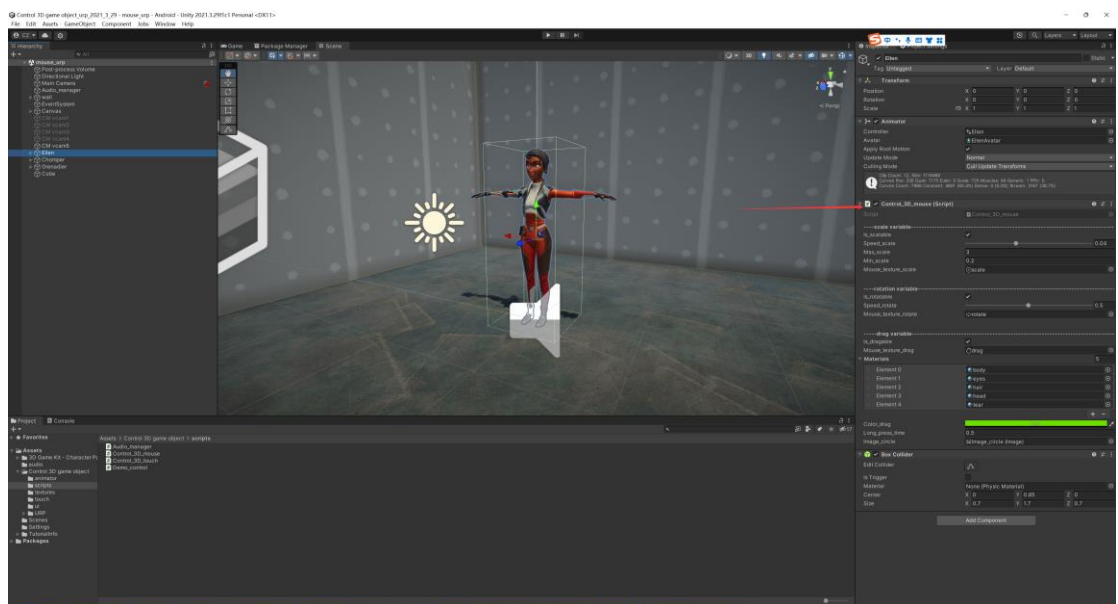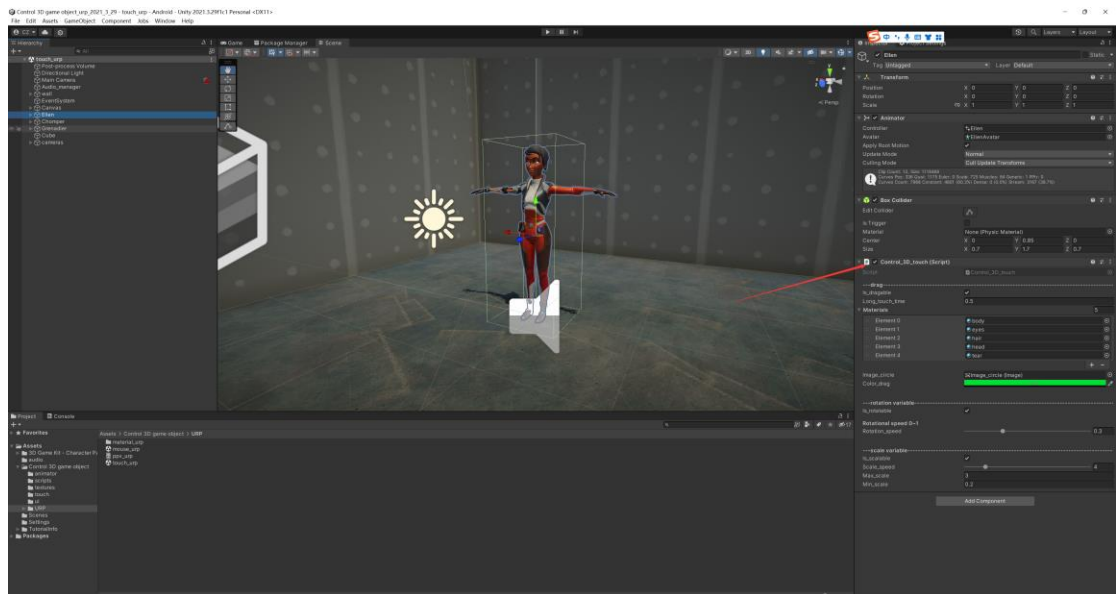
E-mail: wud02879@gmail.com

How to Use it：

1. First you need to add a collider to your game object.

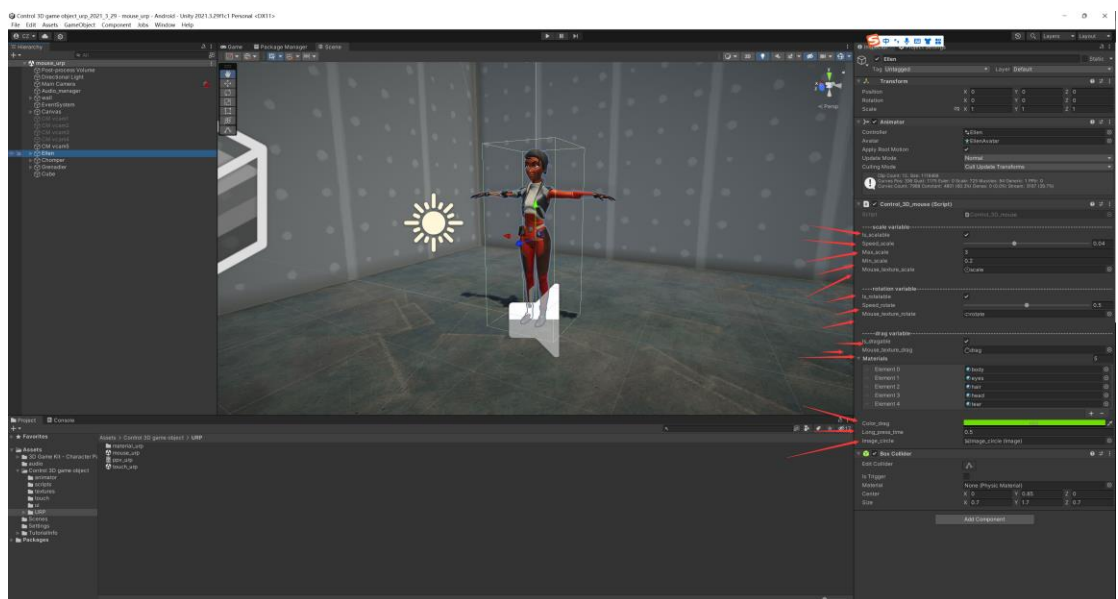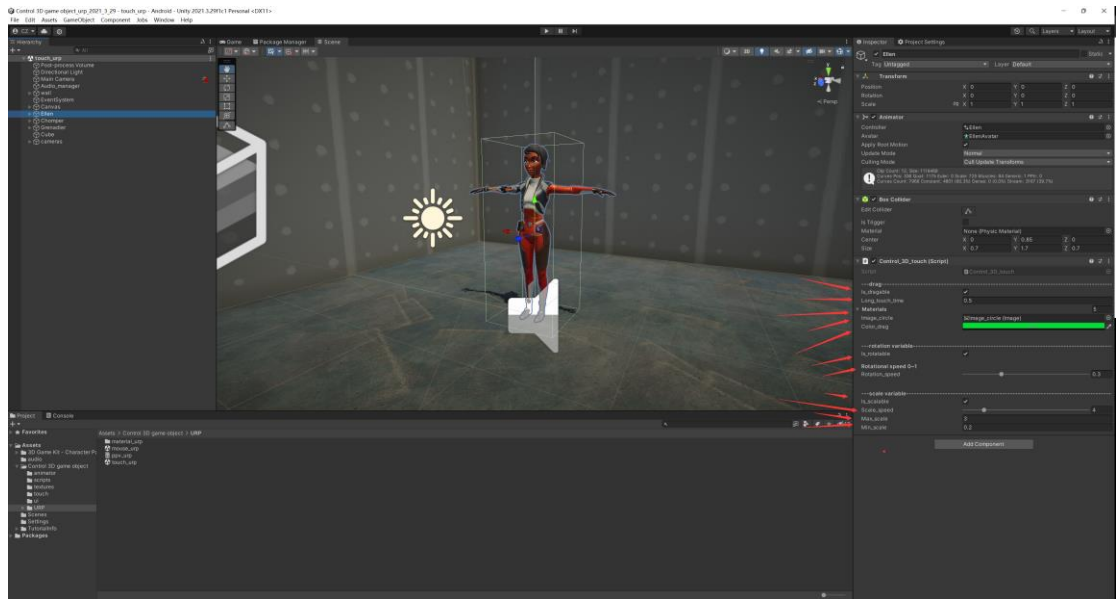   Like this：

2. 2. Then add the "Control_3D_mouse" script or

   "Control_3D_touch" script to your game object. It

   depends on whether you want to control game objects

   with mouse or touch. Like this：

3. Adjust the parameters of the script. All parameter names are clear and easy to understand.

4. All steps are completed. You can try to understand my demo scene, which clearly shows you how to use this tool. If you still have any questions, please feel free to contact me at any time.