

Read Me

Thank you for downloading Lean Touch!

If you have any questions, feel free to e-mail me at: carlos.wilkes@gmail.com

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Step 1 - Create a LeanTouch

Click GameObject / Lean / Touch, or right click your Hierarchy window and go to Lean / Touch.

You should now have a LeanTouch component selected.

When you enter play mode, this component will automatically calculate all mouse and touch gestures.

Step 2 - Access the touch data!

You can access everything from the Lean.LeanTouch class.

For example, if you need to access the current pinch value, you can get that from:

`Lean.LeanTouch.PinchScale`

This value will be set to 1 if there is currently no pinching, 0.5 if the user pinched to half size over the last frame, etc. So you can multiply a `transform.localScale` by this value, then you get a simple pinch/expand scaling working exactly as you'd expect.

There are also various events in the Lean.LeanTouch class that you can subscribe to. Check out the fully documented `LeanTouch.cs` script to see what everything does, and also take a look at the example scenes and scripts.

How do I stop my touch controls from going through my UI?

If you're using the old or new Unity GUI system then you just need to check: `Lean.LeanTouch.GuiInUse`

This will be set to true if the mouse or any finger is on top of a GUI element.

If you want to check if a particular finger is over a GUI element, then check: `yourFinger.IsOverGui`

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