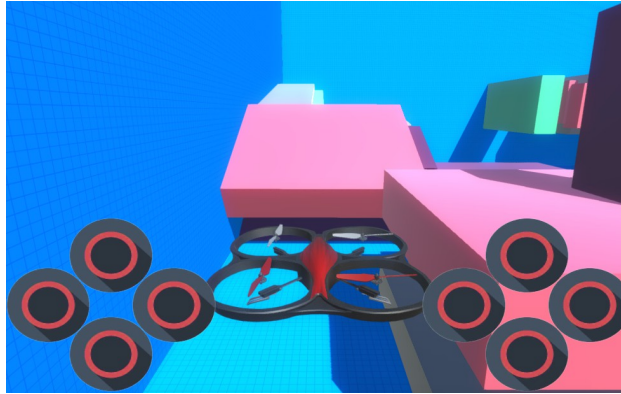


Drone Controller Update Documentation For Mobile

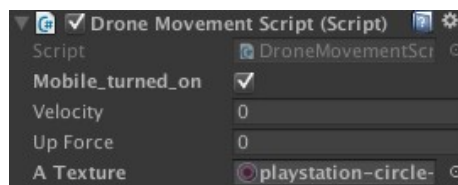
Since I got many requests to make this drone work on mobile phones as well I made it happen. In this documentation paper I will describe changes I did to the current script.

First to explain, all the inputs for current Drone Controller were keys WSAD and IJKL, in the following script called *DroneMovementScript* I made a GUI representation of those keys.



The tap on the phone on one of the keys will trigger the variable called W/S/A/D/I/J/K/L. The thing I changed in the script remain there but I commented them out in order not make to big of a confusion. I simply changed the current Input values with the booleans which get turned *true* if one of the keys were pressed on the screen. The logic stays the same.

Simply to turn on the mobile input to work there is a little boolean checkmark you need to select in order for it to work. If you want to keep it on a pc you can leave it to false.



P.S.

I tried making a movement via gyroscope in order for the drone to work with the VirtualReality gear but it did not seem very good because drone remains hard to control with head movement. If you still remain to want implment the gyroscope method feel free to contact me at any time.