Simple Mobile Joysticks by
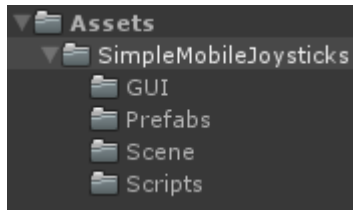

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[Documentation Starts on Next Page]
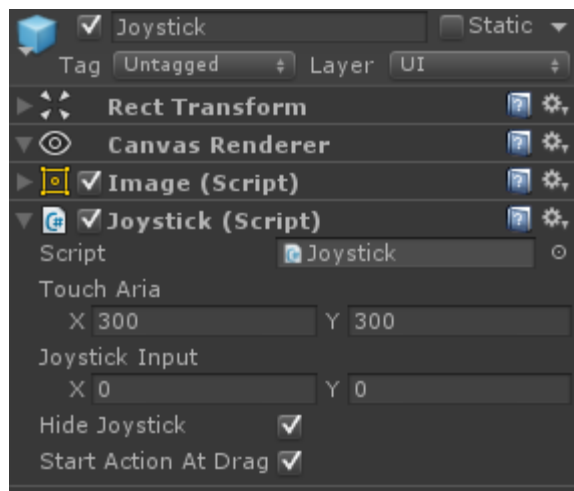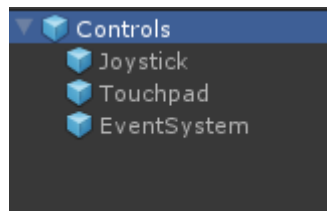
Getting started:

The asset comes with the folders shown above. The Folders that are the most important are the **"Prefabs"** and **"JoystickScripts"** Folder.
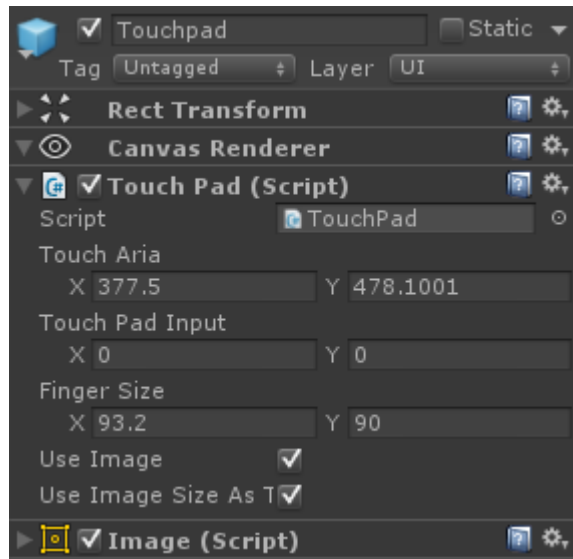
Prefabs:

Touch Aria: The aria on the canvas.
Joystick Input: The touch that is happening (Call to use joystick in other script).
Hide Joystick: Hide the Joystick when not in use.
Start Action at Drag: Start joystick at (0, 0) no matter where touch is started.
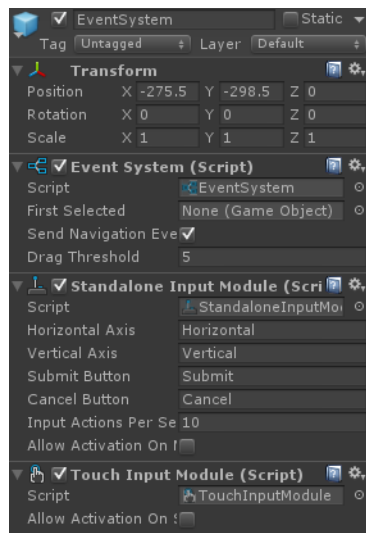
Touch Aria: The aria on the canvas.

Touch Pad Input: The touch that is happening (Call to use joystick in other script).

Finger Size: Visualization of the finger (Gizmo).

Use Image: Show and hide image depending on use.

Use Image Size: Use image bounds as 'Touch Aria' size.

Unity UI Event System, Only have one per scene

More Info:

Make sure to check out the documentation video!

If you need any help feel free to **contact me**:

contact@babilinapps.com

http://babilinapps.com/