

Class : INButton

enumeration type :

- ButtonPhase : States of Button
- ButtonPhase.UP : state of not pressed button
- ButtonPhase.Down : state of button pressed once.
- ButtonPhase.Stationary : state when you press and hold the button

Values (public) :

- Texture buttonDown : image of button down
- Texture buttonUp : image of button up
- string buttonName : name of matching for Input setting's name
- float x1 : image x position (min 0 ~ max 1)
- float y1 : image y position (min 0 ~ max 1)
- float joyScale : image scale rate

Functions (public) :

- ButtonPhase GetButton() : get button states. (press or pressing or up)

*****(not for users)*****

void adjustPosition() : adjust button position to X1,Y1. (Do not access this function.)

void adjustScale() : adjust button position to X1,Y1. (Do not access this function.)

Vector2 GetMainGameViewSize() : Get main game view size. It is using for adjusting resources scale automatically. (Do not access this function.)

Class : GammingPad

enumeration type :

`AXIS_TYPE` : moving axis

`-AXIS_TYPE.XY` : xy plane

`-AXIS_TYPE.XZ` : xz plane

`-AXIS_TYPE.YZ` : yz plane

Values (public) :

`AXIS_TYPE` axisType : moving axis setting value

`float` sensivity : sensivity for axis. (min 0 ~ max 1)

Functions (public) :

`Vector2` GetAxisVector2() : return gamming pad's axis in the form of Vector2

`Vector3` GetAxisVector3() : return gamming pad's axis in the form of Vector3 (subject to the axisType value)

Class : VirtualJoystick

enumeration type :

`AXIS_TYPE` : moving axis
`-AXIS_TYPE.XY` : xy plane
`-AXIS_TYPE.XZ` : xz plane
`-AXIS_TYPE.YZ` : yz plane

Values (public) :

`AXIS_TYPE` axisType : moving axis setting value
`Texture` joyCap_ : image of joy cap
`float` joypadMaxRadius_ : set the radius moving the joystick cap
`float` x1 : image x position (min 0 ~ max 1)
`float` y1 : image y position (min 0 ~ max 1)
`float` joyScale :
`float` sensivity : sensivity for axis. (min 0 ~ max 1)
`float` thumbOffset : margin of error , which allows the touch of the joystick to the left or right in mobile

Functions (public) :

`float` GetHorizontal() : return virtual stick x axis as float
`float` GetVertical() : return virtual stick y axis as float
`Vector2` GetAxisVector2() : return gamming pad's axis in the form of Vector2
`Vector3` GetAxisVector3() : return gamming pad's axis in the form of Vector3 (subject to the axisType value)

***** (not for users) *****

`void` adjustPosition() : adjust button position to X1,Y1. (Do not access this function.)

`void` adjustScale() : adjust button position to X1,Y1. (Do not access this function.)

`Vector2` GetMainGameViewSize() : Get main game view size. It is using for adjusting resources scale automatically. (Do not access this function.)

Class : INController

enumeration type :

`AXISCONT_TYPE` : axis input type

-`AXISCONT_TYPE.VIRTUAL` : for a virtual joystick

-`AXISCONT_TYPE.GAMEPAD` : for a gamming pad

-`AXISCONT_TYPE.BOTH` : for all

`BUTTON_STATE` : States of Button

-`BUTTON_STATE.UP` : state of not pressed button

-`BUTTON_STATE.PRESS` : state of button pressed once

-`BUTTON_STATE.PRESSING` : state when you press and hold the button

Values (public) :

`AXISCONT_TYPE` axisconType : axis input type setting value

`INButton[]` virtualButton : reference value for button objects

`BUTTON_STATE[]` buttonState : each button's current state

`VirtualJoystick` vj : reference value for virtualJoystick object

`GammingPad` gp : reference value for gammingPad object

Functions (public) :

`Vector3` GetAxisVector3() : return axis value as Vector3