**Unity 4.6 On Screen Joystick User guide**

How to use:

* Drag joystick prefab into your scene, make this prefab child of your UI Canvas
* Specify screen zone if it is dynamic mode (appears on touch). Else place it where you want it to be appearing on the screen.
* Declare a public variable with the type “JoyStickController” in your script where you want the joystick input.
* Drag joystick object to variable declare above in the inspector
* Use GetAxis method to get input from joystick.
* Sample code:  
  *// Declare a public variable  
  public JoyStickController JoyStickControllerLeft;*

*//Get input from Joystick   
Vector3 targetPos = new Vector3 (0, JoyStickControllerLeft.GetAxis ("Vertical"),0 );*

*//use input to move the game object  
transform.Translate (targetPos \* Time.deltaTime\*walkSpeed)*

If you have any quires please write to us: <mailto:sridhar.gkrishnamurthy@gmail.com>