

## Movement + Rotation Joystick controls

This asset will provide you with movement + rotation joystick controls that is very easy to setup and use.

### How to use it?

- Drag and drop “joystick.prefab” from “Prefab” folder into your scene.
- Use “JoystickLeft.positionX” static variable inside your scripts to get left joysticks X axis value, use “JoystickLeft.positionY” to get Y axis value (you will get value from -1 to 1 for x and also from -1 to 1 for y axis).
- Use “JoystickLeft.angle” to get right joysticks rotation value. Call “Mathf.Rad2Deg \* JoystickRight.angle” if you want to get rotation in degrees and not in radians.

As simple as that!

### Example

For example if you want to move your character using left joystick and rotate using right joystick just call this code:

```
transform.position = new Vector3(transform.position.x + JoystickLeft.positionX,  
transform.position.y, transform.position.z + JoystickLeft.positionY);  
transform.rotation = Quaternion.AngleAxis(Mathf.Rad2Deg *  
JoystickRight.angle, Vector3.up);
```

You can use “JoystickLeft.angle”, “JoystickLeft.positionX” and “JoystickLeft.positionY” if you want to move and rotate character at the same time using just one joystick control.

You can choose which joystick (left or right) you will use for movement and which for rotation. Or you can use only one joystick for movement AND rotation.

### Additional Options

If “Sticky” option is checked joystick will be invisible and it appear on the position where you touch the screen. If this option is unchecked joystick will always stay on the same position.

“Stick Movement Threshold” will determine how much joystick can move from its central position.