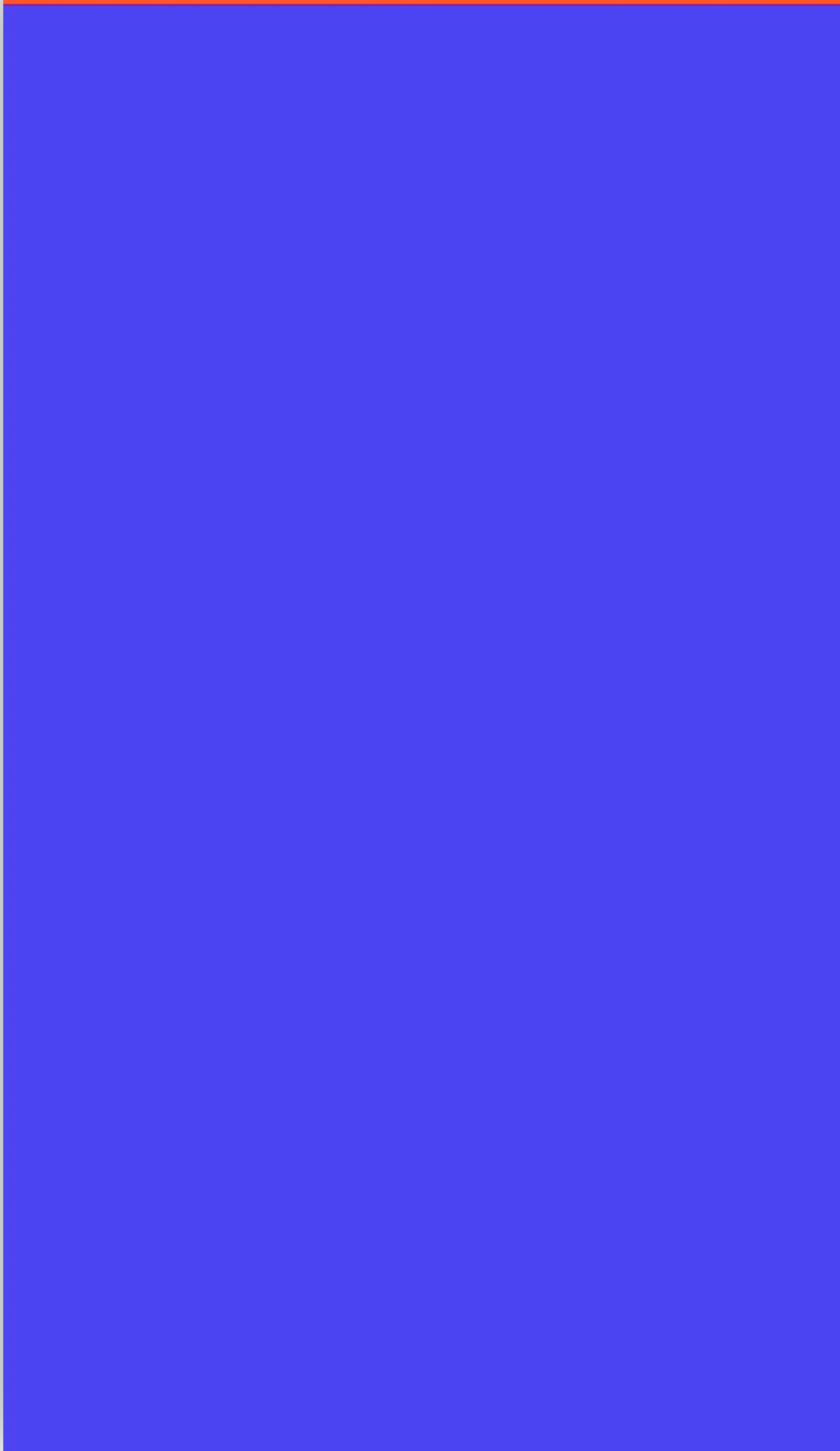




Joystick



Tested in snark

<Joystick

onUpdate={

({touching, angle, speed, force}) =>

this.gameView.update({

touching,

angle,

speed,

force

})

}>

<GameView

ref={ref} => *this*.gameView = ref}

/>

</Joystick>

Mario

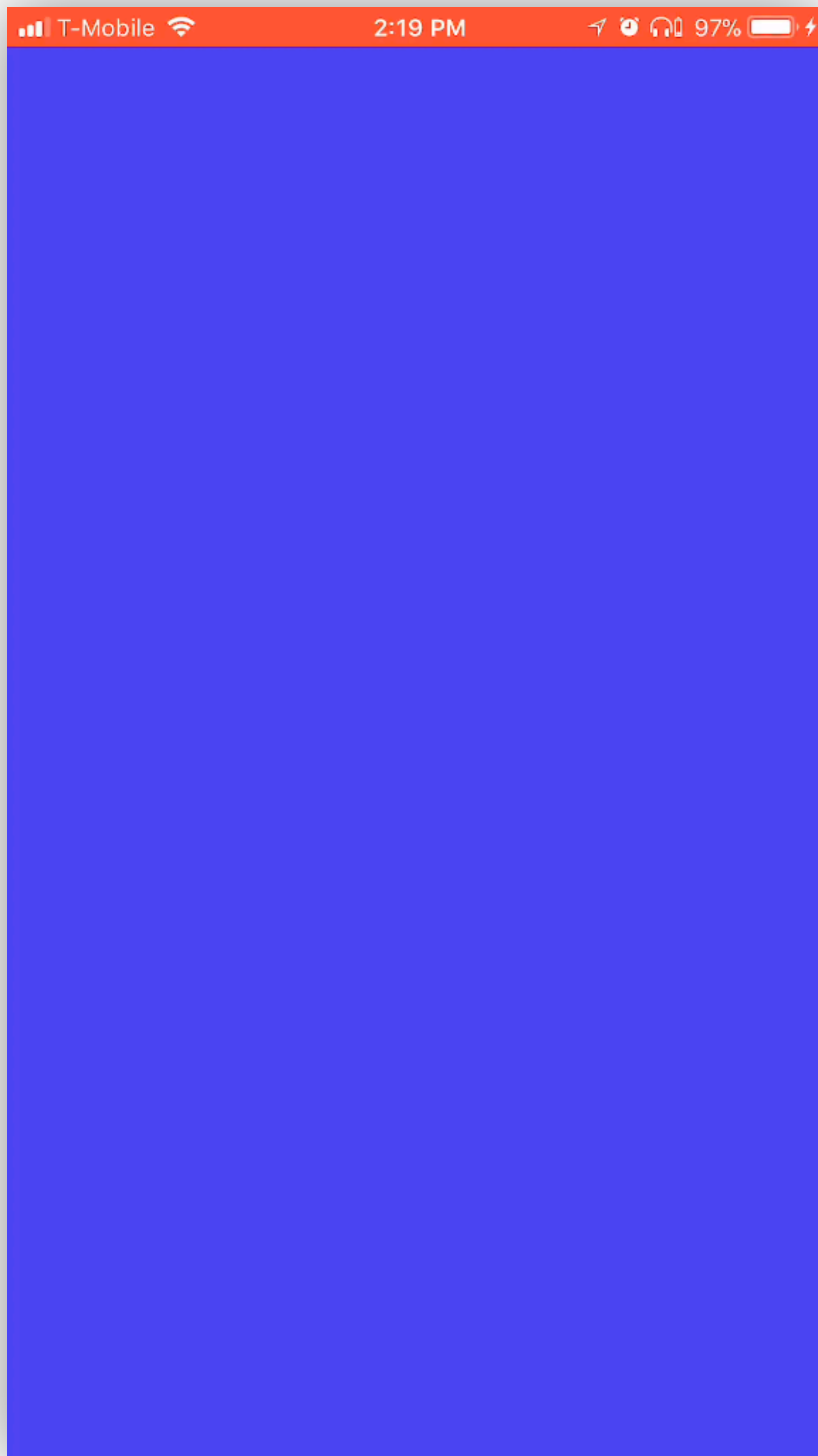
A

B

Y

^ Expo

Joystick



```
<Joystick
onUpdate={
  ({touching, angle, speed, force}) =>
    this.gameView.update({
      touching,
      angle,
      speed,
      force
    })
}>
<GameView
  ref={ref => this.gameView = ref}
/>
</Joystick>
```