🎮Analog Stick Plugin — Playtesting Guide

1. Plugin Setup

2. Place `AnalogStickMovement.js` in your project's `js/plugins/` folder.

3. Open Plugin Manager.

4. Add the plugin and configure:

5. Enable Analog → true (or false if you want to start disabled)

6. Deadzone → default 0.3 (adjust if your stick drifts)

7. Stick → choose Left or Right

8. Connecting a Gamepad

9. Plug in a USB or Bluetooth controller before starting playtest.

10. Supported controllers include Xbox, PlayStation (Via DSX), and some generic controllers.

11. Analog sticks should be functional only for the selected stick in plugin settings.

12. Testing Movement

13. Start playtest in RPG Maker MV.

14. Move the selected analog stick:
15. Player should move in 4 directions only (up/down/left/right).
16. Diagonal movement is not supported, stick acts like a D-Pad.

17. The D-Pad and keyboard still work alongside the analog stick.

18. Deadzone Adjustment

19. If the player moves slightly without touching the stick, increase the deadzone.

20. If small stick movements don't move the player, decrease the deadzone.

21. Plugin Commands (Optional)

22. Use these in event Plugin Commands during playtest:

23. AnalogEnable → enables stick movement
24. AnalogDisable → disables stick movement

25. Useful for minigames or menus where you want to temporarily disable analog input.

26. Development Logging

27. While playtesting in MV Editor, check the console (F12) for messages: [AnalogStick] left stick active | X: -0.87, Y: 0.12

28. Only logs movement of the selected stick.
29. No logging appears in deployed builds.

Tips

   • Test both sticks if you plan to switch between Left/Right in settings.
   • Adjust deadzone per controller — some controllers are more sensitive than others.
   • Remember: buttons are untouched; only stick input is handled by this plugin.