

# Joystick for mobile version 2.0



The Joystick for mobile devices, based on NGUI. Multitouch support. Used only one script Joystick.cs. You need add OnJoystick(Vector2) function to your scripts placed on widget Joystick. Also includes NGUI Distribution version.

## New in version 2.0:

The script for the floating joystick is added. The script can also control the rotation of the turret (or character). Stylish new image for your controller. Clear bugs and optimize code. Creation of the joystick has become easier.

## New video:

[Demonstration of operation of the joystick.](#)

[How to creation the joystick.](#)

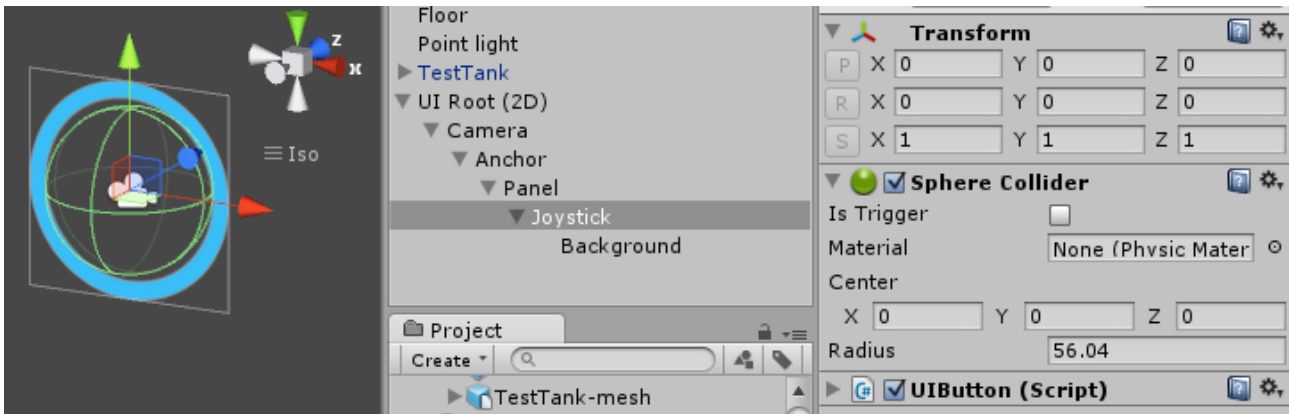
[How to creation the joystick control rotation of the turret.](#)

[How to set up the camera control.](#)

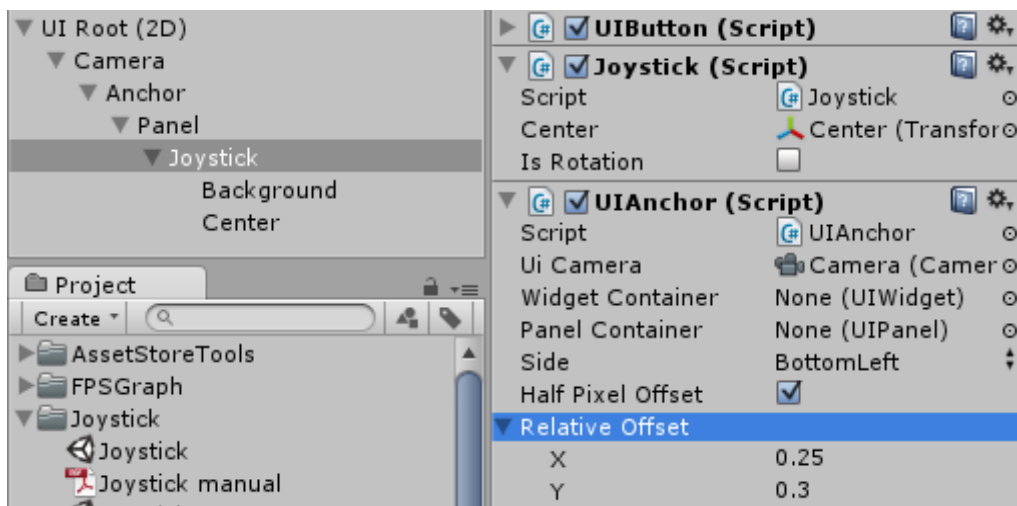
## Create a simple joystick:

*You need delete NGUI folder, then import NGUI Full or Free version in your project.*

1. Create new UI, set position.y = 1000.
2. Create new widget Button (select atlas "Blue1" and background "button1-joystick"), rename "Joystick".
3. Delete box collider and scripts UIButtonScale, UIButtonOffset, UIButtonSound.
4. Delete child Label if exist.
5. Set scale Background (150,150,1).
6. Add Sphere collider and set radius.



7. Select Background and duplicate, rename "Center".
8. Set scale Center (50,50,0).
9. Click Forward on Depth and select sprite "Button2".
10. Select Joystick and add script **Joystick.cs**.
11. Assign Center to variable "Center".
12. Select Joystick and add script UIAnchor (NGUI), set side - "BottomLeft", set relative offset (0.25, 0.3).



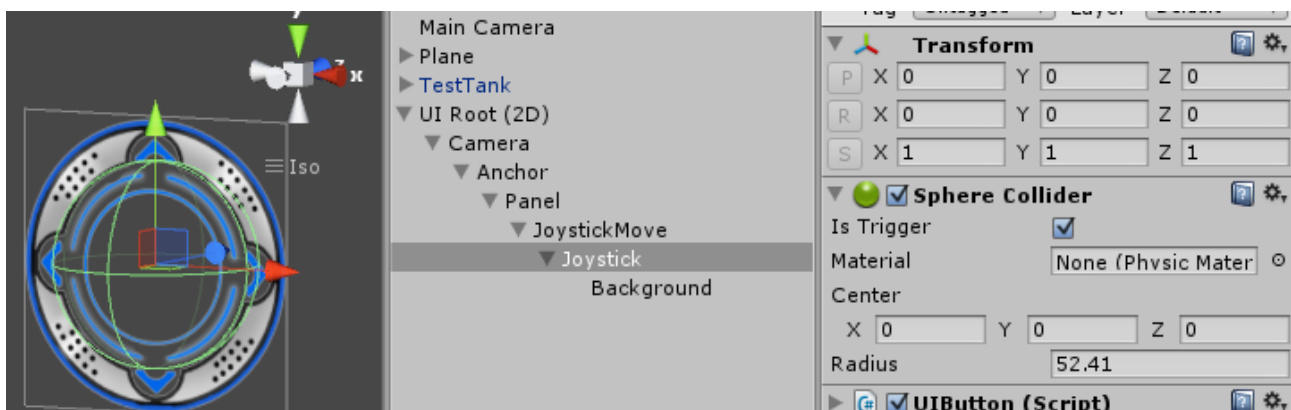
13. Add script **GameControl.cs**, assign TestTank to variable "Tank".
14. Click Play!

See script **GameControl.cs** function OnJoystick() for event handling the joystick.

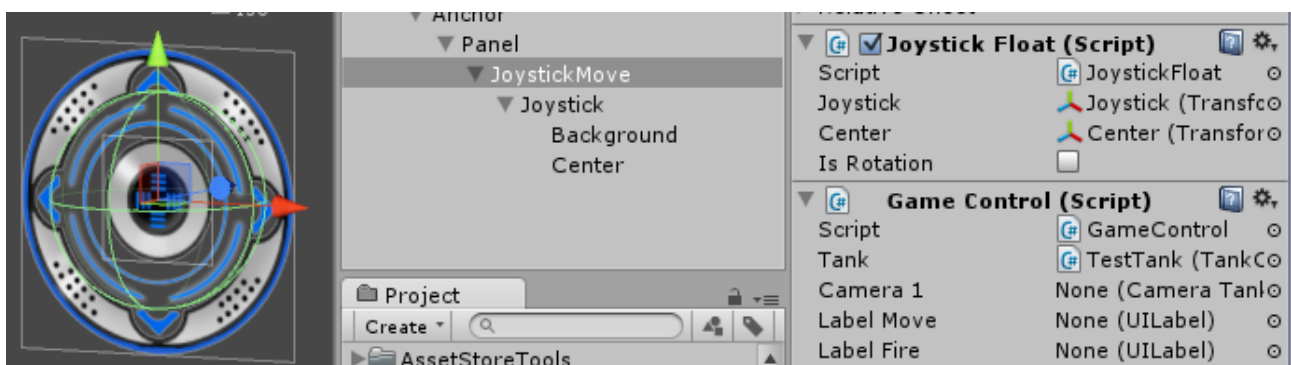
## Create a floating joystick:

*You need delete NGUI folder, then import NGUI Full or Free version in your project.*

1. Create new UI, set position.y = 1000.
2. Create new widget Button (select atlas "Metal" and background "button1-joystick"), rename "JoystickMove".
3. Delete scripts UIButtonScale, UIButtonOffset, UIButtonSound.
4. Delete child Label if exist, delete Background.
5. Select JoystickMove, add script **UIAnchorCollider.cs**, set side BottomLeft.
6. Select JoystickMove, create new widget Button (select atlas "Metal" and background "button1-joystick", parent - JoystickMove), rename "Joystick".
7. Select Joystick, delete scripts UIButtonScale, UIButtonOffset, UIButtonSound, delete box collider.
8. Delete child Label if exist.
9. Set scale Background (150,150,1).
10. Add Sphere collider and set radius.



11. Select Background and duplicate, rename "Center".
12. Select Center, click Forward on Depth and select sprite "button1-center".
13. Set scale Center (60,60,0).
14. Select JoystickMove, add script **JoystickFloat.cs**.
15. Assign Joystick to variable "Joystick".
16. Assign Center to variable "Center".



**17.** Select JoystickMove, add script ***GameControl.cs***, assign TestTank to variable “Tank”.

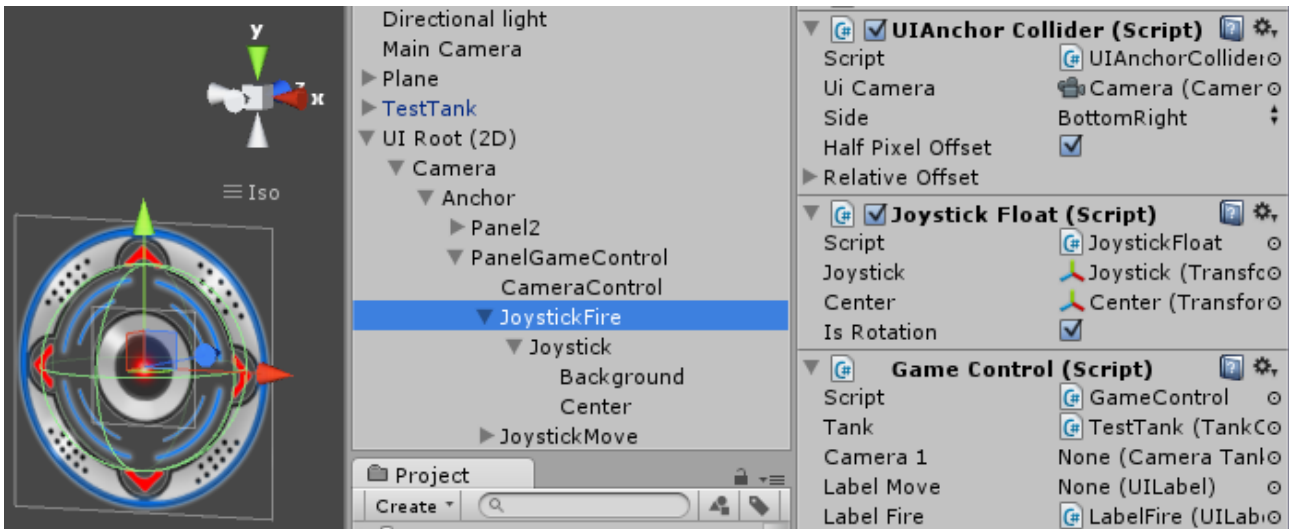
**18.** Click Play!

See script ***GameControl.cs*** function OnJoystick() for event handling the joystick.

## Create a floating joystick to rotation turret:

*You need delete NGUI folder, then import NGUI Full or Free version in your project.*

1. Create a floating joystick steps 1-18 or duplicate JoystickMove. Rename "JoystickFire".
2. Click checkbox "Is Rotation" on JoystickFloat script.
3. Select side BottomRight on UIAnchorCollider script.
4. Select Background, click Forward on Depth, select sprite "button2-joystick".
5. Select Center, click Forward on Depth, select sprite "button2-center".



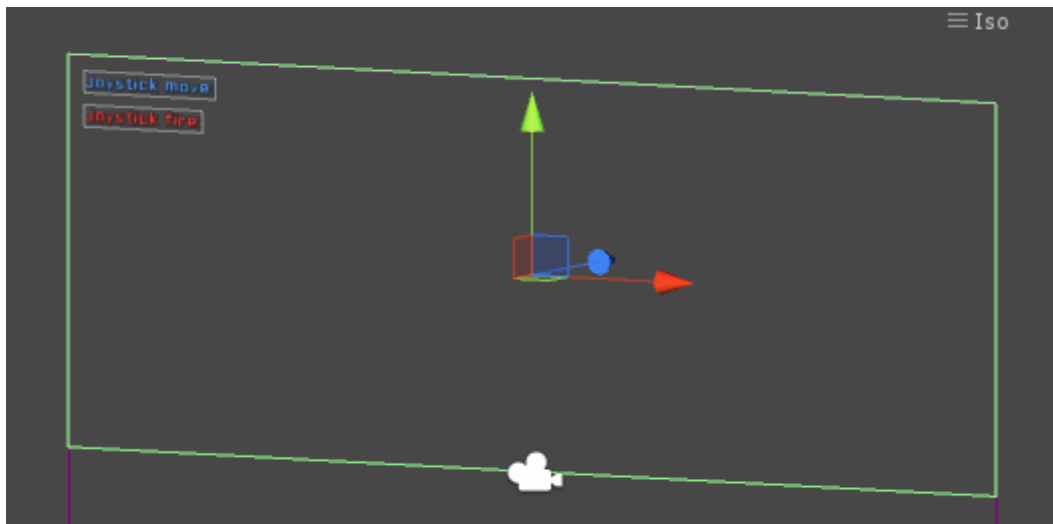
6. Select JoystickMove, add script **GameControl.cs**, assign TestTank to variable "Tank".
7. Click Play!

See script **GameControl.cs** function OnJoystickRotation() for event handling the joystick.

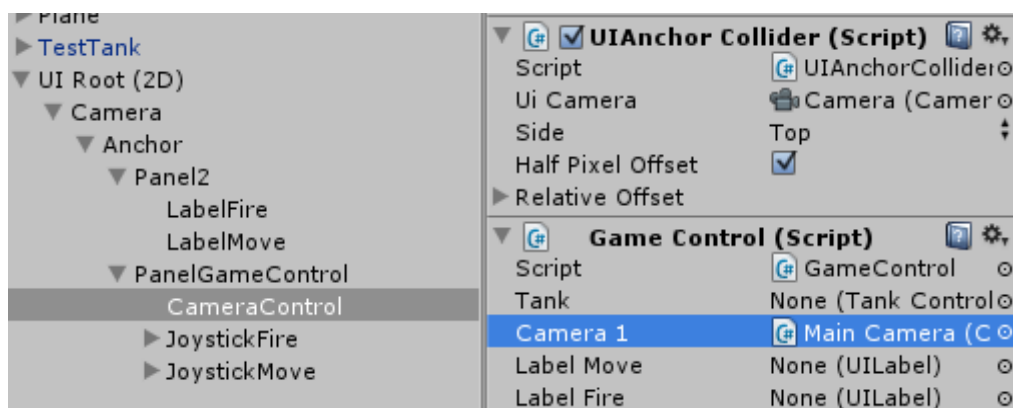
## Create a camera control:

*You need delete NGUI folder, then import NGUI Full or Free version in your project.*

1. Select panel and add new widget Button (select any atlas and background “button1-joystick”), rename “CameraControl”.
2. Delete scripts UIButtonScale, UIButtonOffset, UIButtonSound.
3. Delete child Label if exist, delete Background.
4. Select CameraControl, add script **UIAnchorCollider.cs**, set side Top.



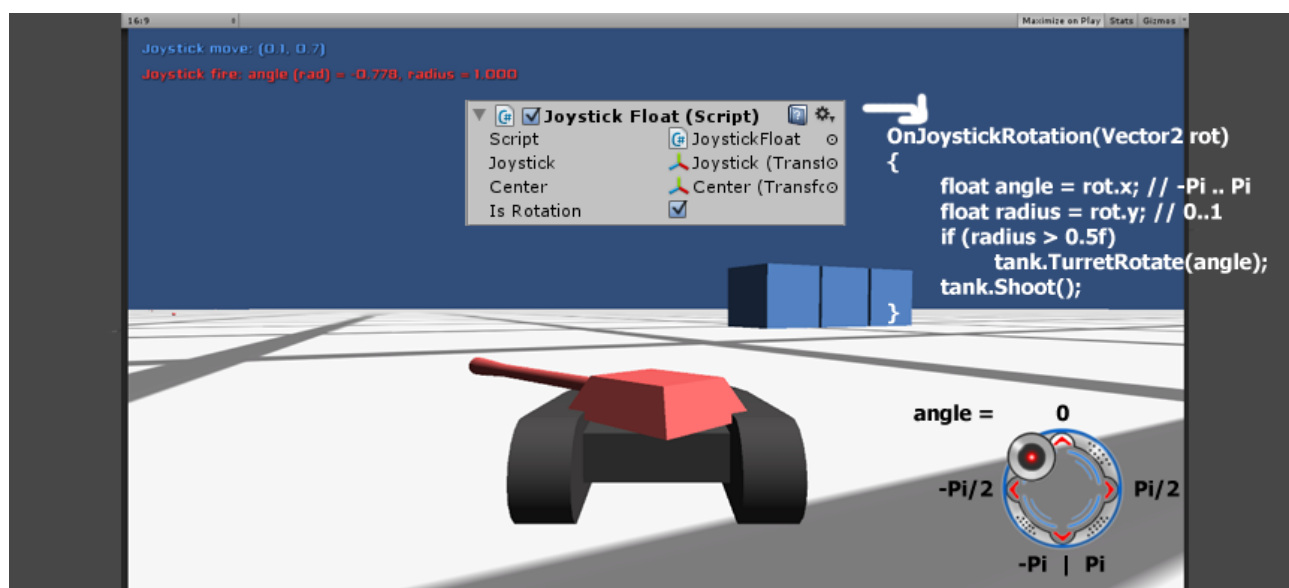
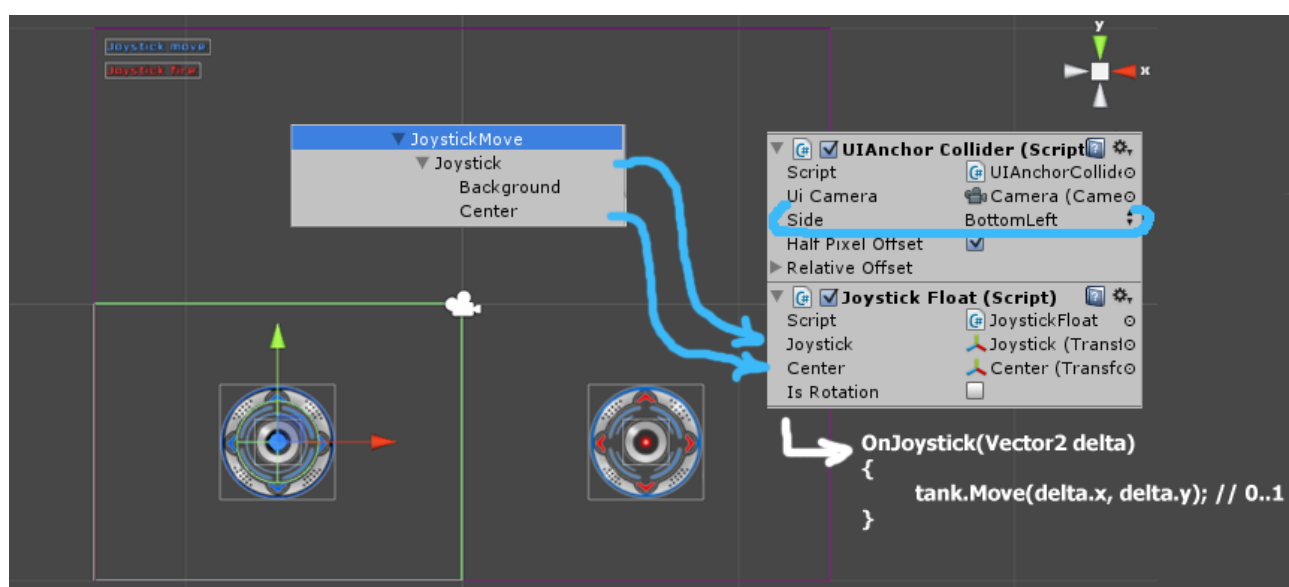
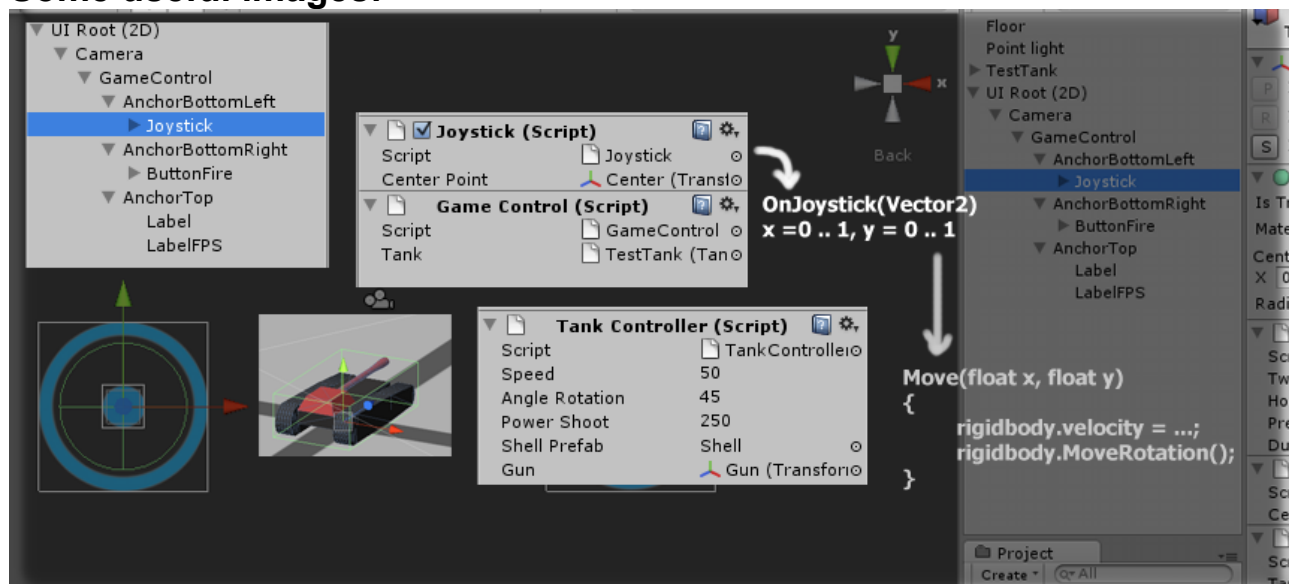
5. Select CameraControl, add script **GameControl.cs**, assign Main camera to variable “Camera 1”.



## 7. Click Play!

See script **GameControl.cs** function OnDrag() for event handling the camera control.

## Some useful images:



*My product is using NGUI and that the contents of the NGUI folder is the work of Tasharen Entertainment ([http://www.tasharen.com/?page\\_id=140](http://www.tasharen.com/?page_id=140))*

*You can contact me at [syberex@rambler.ru](mailto:syberex@rambler.ru).*

*[Joystick for mobile \(NGUI\)](#)*

*[Joystick for mobile \(NGUI\) for Russian](#)*

*Sorry for bad english!*

*Good luck!*