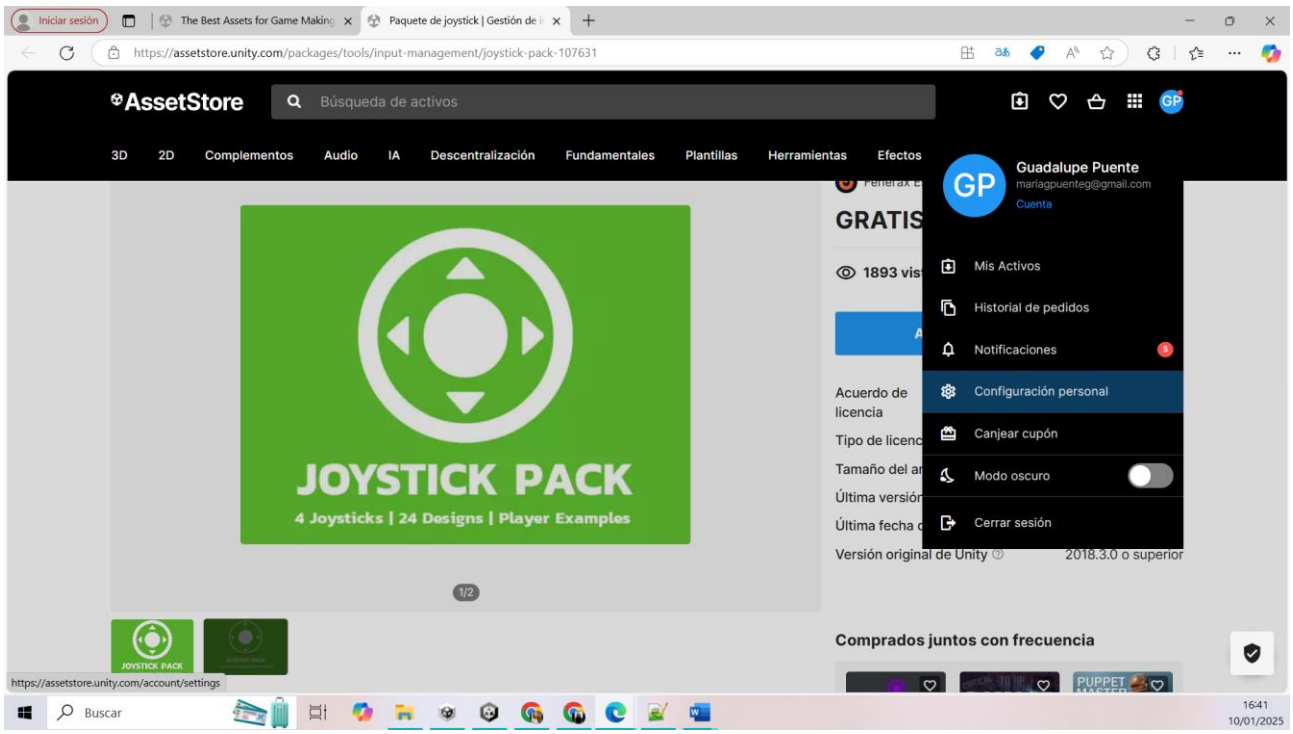
Iniciar sesión
The Best Assets for Game Making
Paquete de joystick | Gestión de
https://assetstore.unity.com/packages/tools/input-management/joystick-pack-107631
AssetStore
Búsqueda de activos
3D
2D
Complementos
Audio
IA
Descentralización
Fundamentales
Plantillas
Herramientas
Efectos
GP
Guadalupe Puente
mariagpuenteg@gmail.com
Cuenta
Mis Activos
Historial de pedidos
Notificaciones
Configuración personal
Canjear cupón
Modo oscuro
Cerrar sesión
JOYSTICK PACK
4 Joysticks | 24 Designs | Player Examples
1/2
GRATIS
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Acuerdo de licencia
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Tamaño del ar
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Última fecha d
Versión original de Unity
2018.3.0 o superior
Comprados juntos con frecuencia
https://assetstore.unity.com/account/settings
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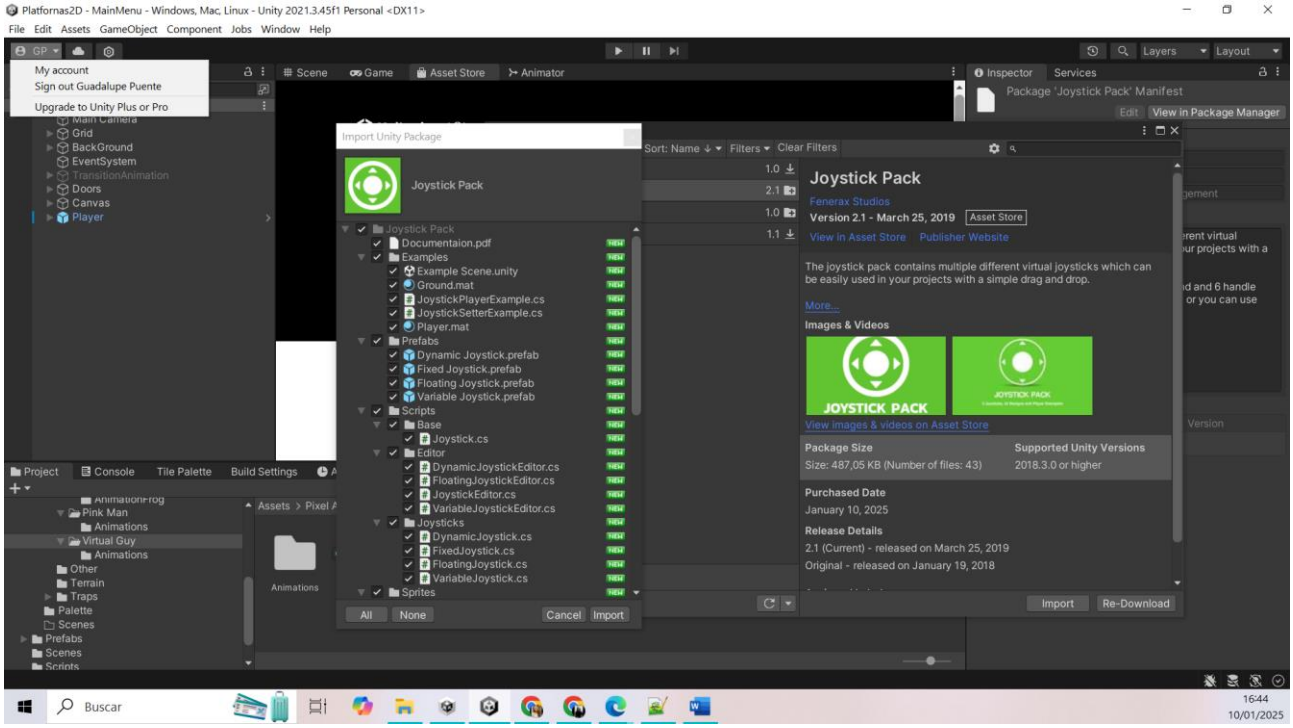
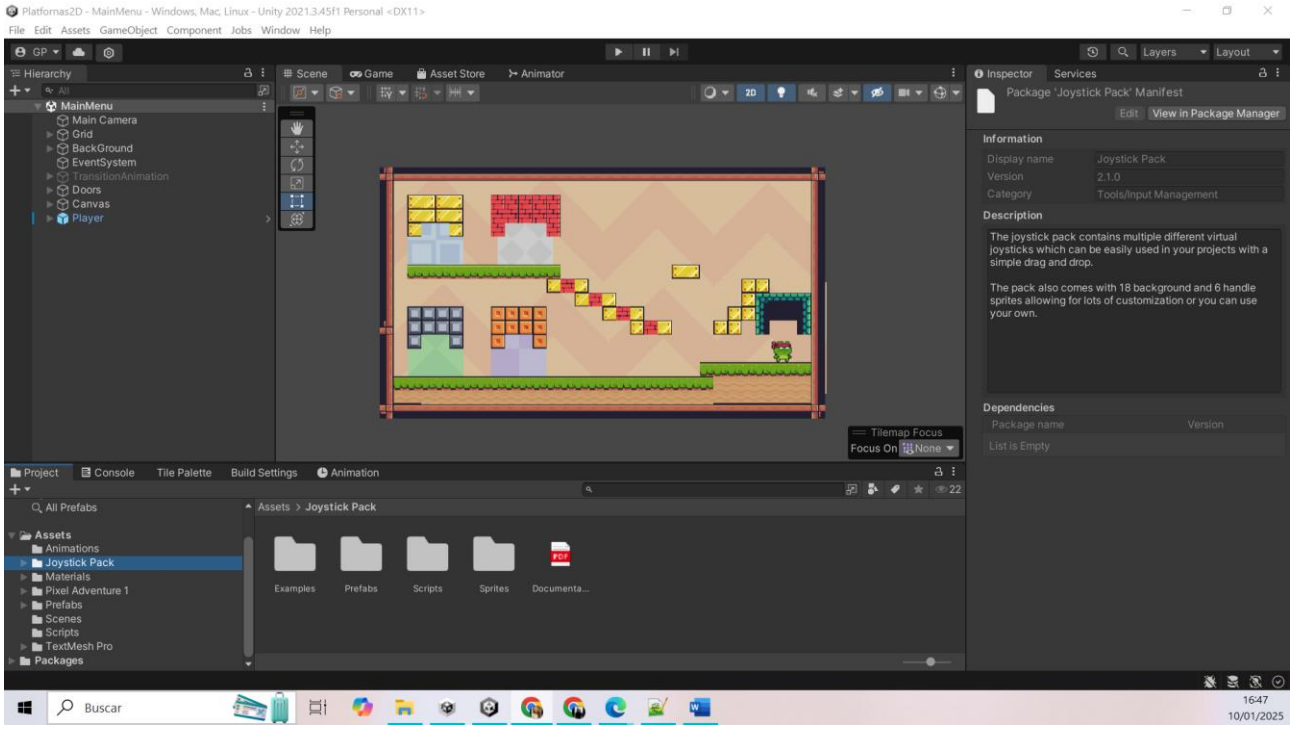

Platformas2D - MainMenu - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Guadalupe Puente
Upgrade to Unity Plus or Pro
Scene
Game
Asset Store
Animator
Inspector
Services
Package 'Joystick Pack' Manifest
View in Package Manager
Import Unity Package
Joystick Pack
Joystick Pack
Fenerax Studios
Version 2.1 - March 25, 2019
Asset Store
View in Asset Store
Publisher Website
The joystick pack contains multiple different virtual joysticks which can be easily used in your projects with a simple drag and drop.
More...
Images & Videos
View images & videos on Asset Store
Package Size
Size: 487,05 KB (Number of files: 43)
Supported Unity Versions
2018.3.0 or higher
Purchased Date
January 10, 2025
Release Details
2.1 (Current) - released on March 25, 2019
Original - released on January 19, 2018
Import
Re-Download
All
None
Cancel
Import
Project
Console
Tile Palette
Build Settings
Buscar
16:44
10/01/2025


Platformas2D - MainMenu - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
MainMenu
Main Camera
Grid
BackGround
EventSystem
TransitionAnimation
Doors
Canvas
Player
Scene
Game
Asset Store
Animator
Inspector
Services
Package 'Joystick Pack' Manifest
Edit
View in Package Manager
Information
Display name
Joystick Pack
Version
2.1.0
Category
Tools/Input Management
Description
The joystick pack contains multiple different virtual joysticks which can be easily used in your projects with a simple drag and drop.
The pack also comes with 18 background and 6 handle sprites allowing for lots of customization or you can use your own.
Dependencies
Package name
Version
List is Empty
Tilemap Focus
Focus On
None
Project
Console
Tile Palette
Build Settings
Animation
All Prefabs
Assets
Animations
Joystick Pack
Materials
Pixel Adventure 1
Prefabs
Scenes
Scripts
TextMesh Pro
Packages
Assets > Joystick Pack
Examples
Prefabs
Scripts
Sprites
Documenta...
Buscar
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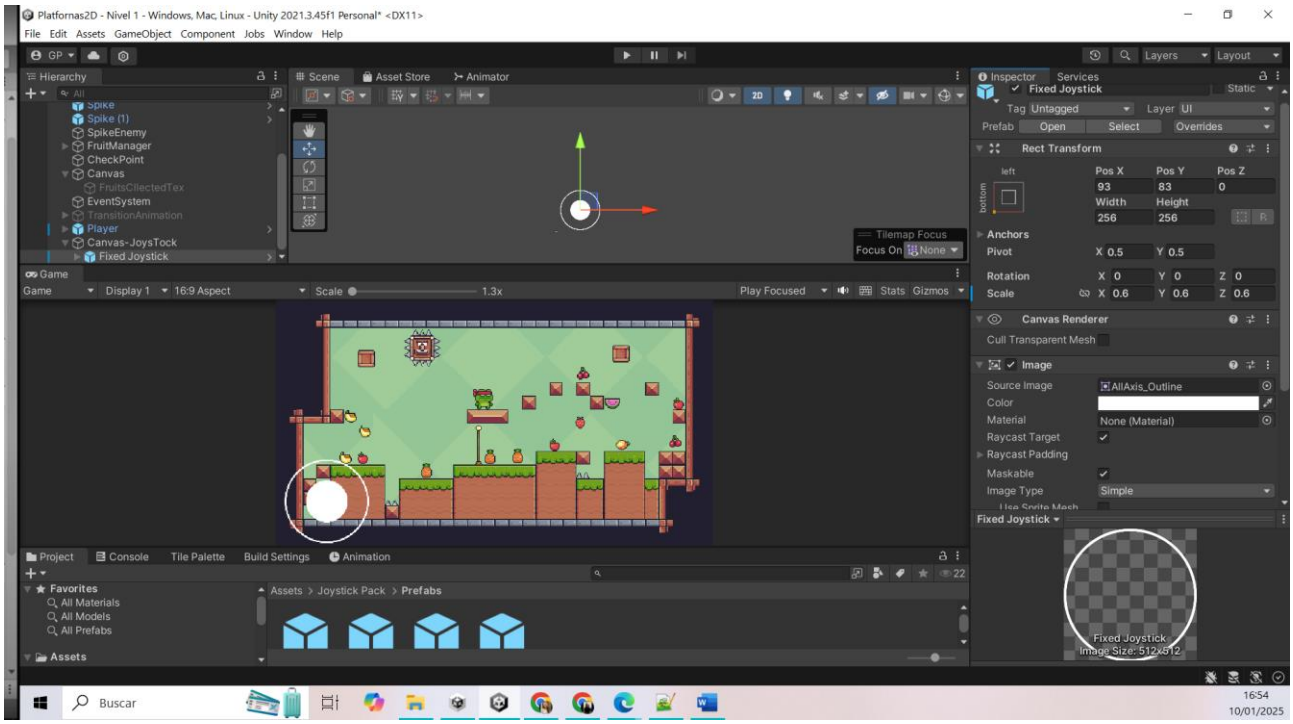
Platformas2D - Nivel 1 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Spike
Spike (1)
SpikeEnemy
FruitManager
CheckPoint
Canvas
FruitsCllectedTex
EventSystem
TransitionAnimation
Player
Canvas-JoysTock
Fixed Joystick
Scene
Asset Store
Animator
Tilemap Focus
Focus On
None
Game
Display 1
16:9 Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Services
Fixed Joystick
Static
Tag
Untagged
Layer
UI
Prefab
Open
Select
Overrides
Rect Transform
Pos X
Pos Y
Pos Z
93
83
0
Width
Height
256
256
Anchors
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 0.6
Y 0.6
Z 0.6
Canvas Renderer
Cull Transparent Mesh
Image
Source Image
AllAxis_Outline
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Simple
Fixed Joystick
Image Size: 512x512
Project
Console
Tile Palette
Build Settings
Animation
Favorites
All Materials
All Models
All Prefabs
Assets
Assets > Joystick Pack > Prefabs
Buscar
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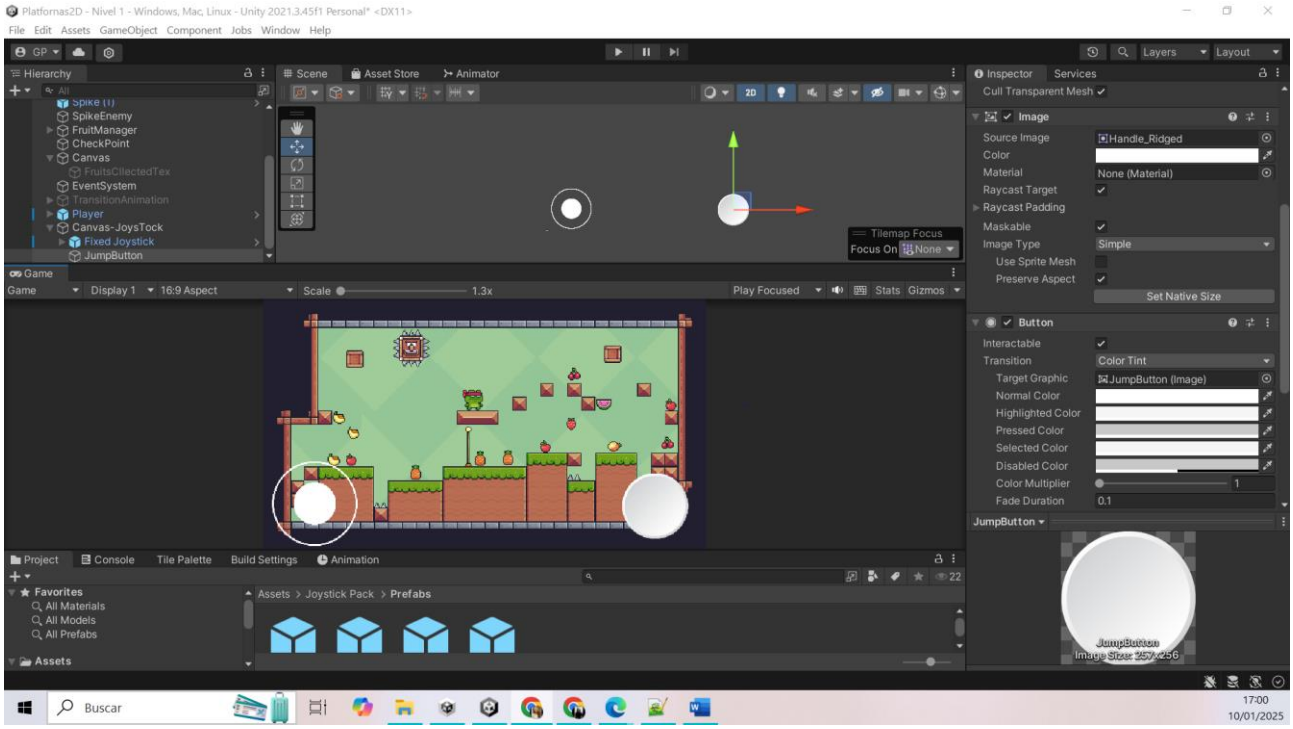
Platformas2D - Nivel 1 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Spike (1)
SpikeEnemy
FruitManager
CheckPoint
Canvas
FruitsCllectedTex
EventSystem
TransitionAnimation
Player
Canvas-JoysTock
Fixed Joystick
JumpButton
Scene
Asset Store
Animator
Tilemap Focus
Focus On None
Game
Display 1
16:9 Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Services
Cull Transparent Mesh
Image
Source Image
Handle_Ridged
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Button
Interactable
Transition
Color Tint
Target Graphic
JumpButton (Image)
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
0.1
JumpButton
Project
Console
Tile Palette
Build Settings
Animation
Favorites
All Materials
All Models
All Prefabs
Assets
Assets > Joystick Pack > Prefabs
Buscar
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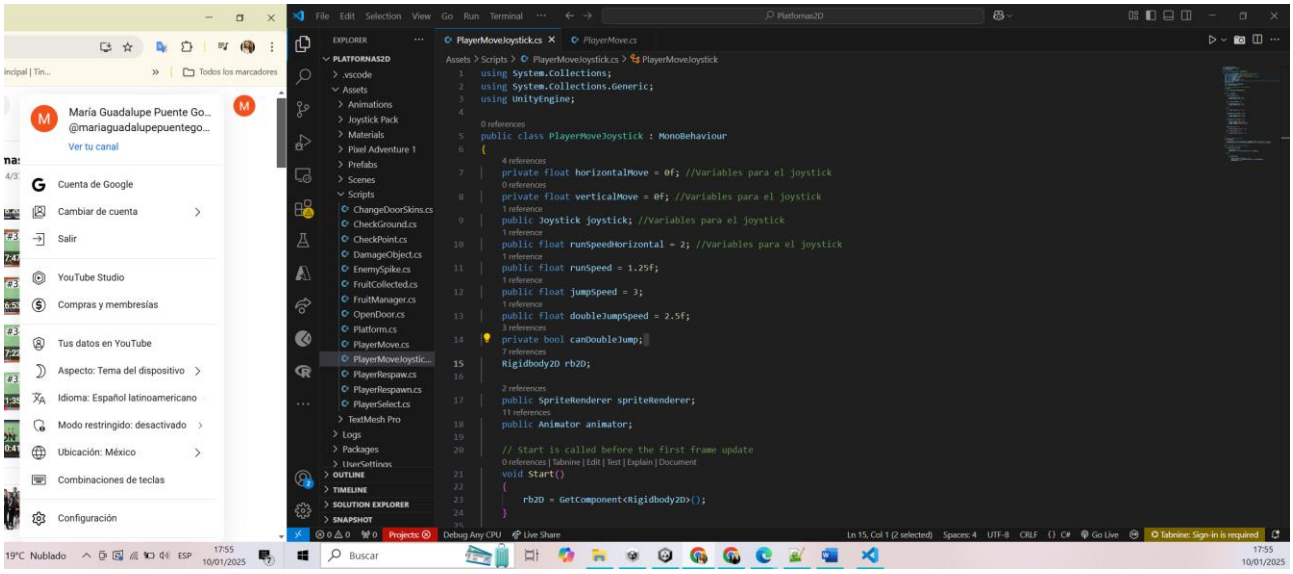
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YouTube Studio
Compras y membresías
Tus datos en YouTube
Aspecto: Tema del dispositivo
Idioma: Español latinoamericano
Modo restringido: desactivado
Ubicación: México
Combinaciones de teclas
Configuración
File Edit Selection View Go Run Terminal
Platformas2D
EXPLORER
PLATFORMAS2D
.vscode
Assets
Animations
Joystick Pack
Materials
Pixel Adventure 1
Prefabs
Scenes
Scripts
ChangeDoorSkins.cs
CheckGround.cs
CheckPoint.cs
DamageObject.cs
EnemySpike.cs
FruitCollected.cs
FruitManager.cs
OpenDoor.cs
Platform.cs
PlayerMove.cs
PlayerMoveJoystic...
PlayerRespaw.cs
PlayerRespawn.cs
PlayerSelect.cs
TextMesh Pro
Logs
Packages
UserSettings
OUTLINE
TIMELINE
SOLUTION EXPLORER
SNAPSHOT
PlayerMoveJoystick.cs
PlayerMove.cs
Assets > Scripts > PlayerMoveJoystick.cs > PlayerMoveJoystick
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class PlayerMoveJoystick : MonoBehaviour
{
4 references
private float horizontalMove = 0f; //Variables para el joystick
0 references
private float verticalMove = 0f; //Variables para el joystick
1 reference
public Joystick joystick; //Variables para el joystick
1 reference
public float runSpeedHorizontal = 2; //Variables para el joystick
1 reference
public float runSpeed = 1.25f;
1 reference
public float jumpSpeed = 3;
1 reference
public float doubleJumpSpeed = 2.5f;
3 references
private bool canDoubleJump;
7 references
Rigidbody2D rb2D;
2 references
public SpriteRenderer spriteRenderer;
11 references
public Animator animator;
// Start is called before the first frame update
0 references | Tabnine | Edit | Test | Explain | Document
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
}
Projects: 0
Debug Any CPU
Live Share
Ln 15, Col 1 (2 selected)
Spaces: 4
UTF-8
CRLF
C#
Go Live
Tabnine: Sign-in is required
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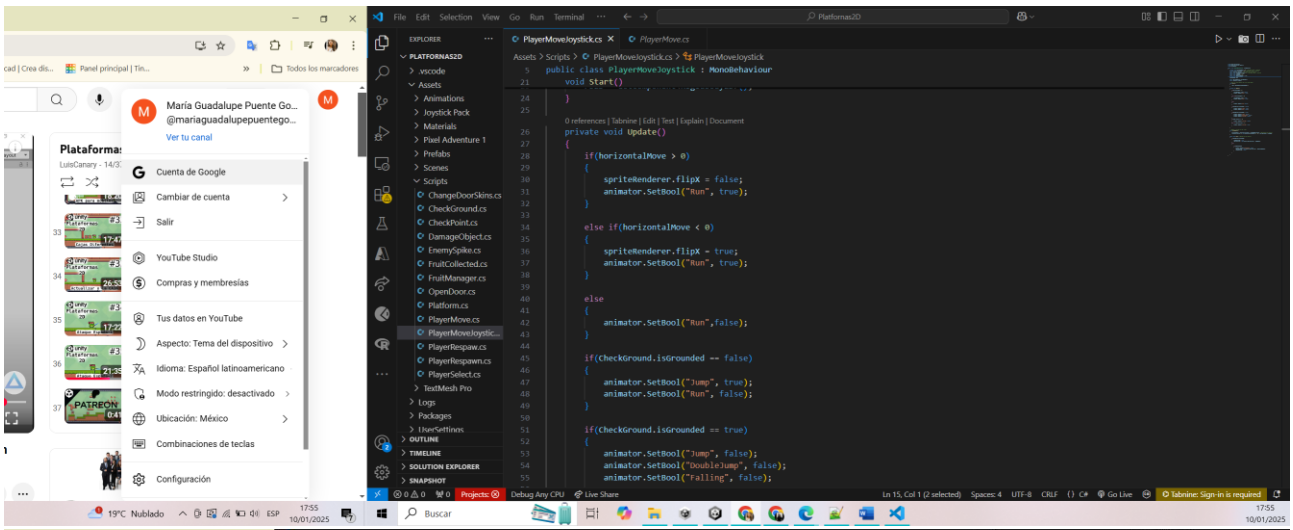
ESP
17:55
10/01/2025
Buscar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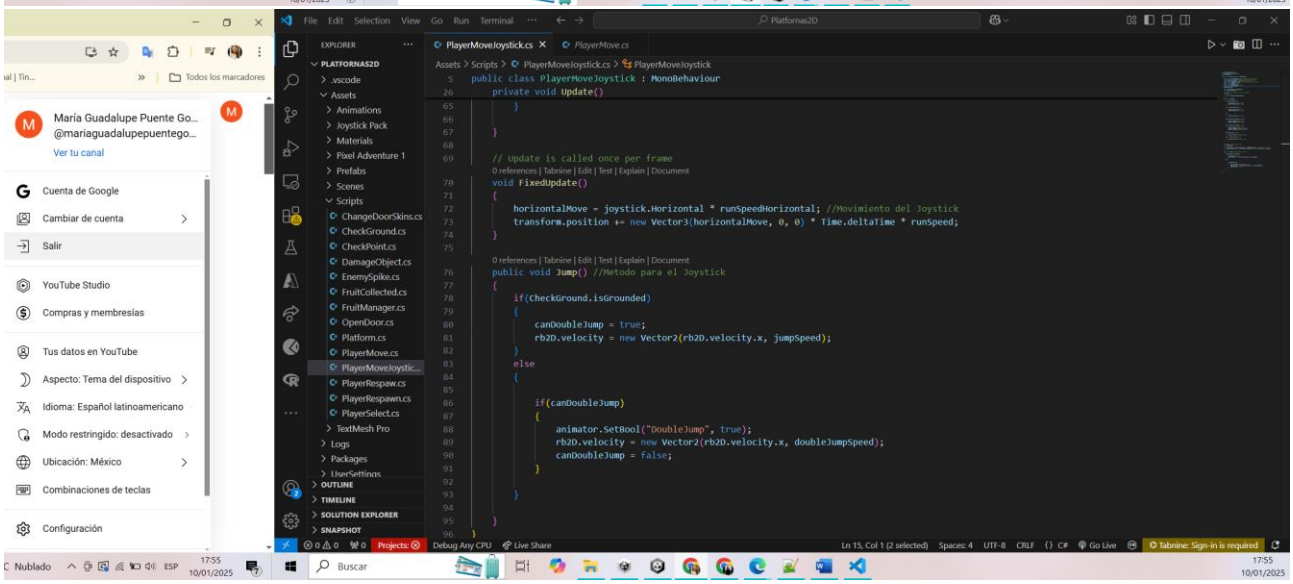
Idioma: Español latinoamericano
Modo restringido: desactivado
Ubicación: México
Combinaciones de teclas
Configuración
PlayerMoveJoystick.cs
PlayerMove.cs
Assets > Scripts > PlayerMoveJoystick.cs > PlayerMoveJoystick
public class PlayerMoveJoystick : MonoBehaviour
void Start()
0 references | Tabnine | Edit | Test | Explain | Document
private void Update()
{
if(horizontalMove > 0)
{
spriteRenderer.flipX = false;
animator.SetBool("Run", true);
}
else if(horizontalMove < 0)
{
spriteRenderer.flipX = true;
animator.SetBool("Run", true);
}
else
{
animator.SetBool("Run",false);
}
if(CheckGround.isGrounded == false)
{
animator.SetBool("Jump", true);
animator.SetBool("Run", false);
}
if(CheckGround.isGrounded == true)
{
animator.SetBool("Jump", false);
animator.SetBool("DoubleJump", false);
animator.SetBool("Falling", false);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Salir
YouTube Studio
Compras y membresías
Tus datos en YouTube
Aspecto: Tema del dispositivo
Idioma: Español latinoamericano
Modo restringido: desactivado
Ubicación: México
Combinaciones de teclas
Configuración
PlayerMoveJoystick.cs
PlayerMove.cs
Assets > Scripts > PlayerMoveJoystick.cs > PlayerMoveJoystick
public class PlayerMoveJoystick : MonoBehaviour
private void Update()
}
}
// Update is called once per frame
0 references | Tabnine | Edit | Test | Explain | Document
void FixedUpdate()
{
horizontalMove = joystick.Horizontal * runSpeedHorizontal; //Movimiento del Joystick
transform.position += new Vector3(horizontalMove, 0, 0) * Time.deltaTime * runSpeed;
}
0 references | Tabnine | Edit | Test | Explain | Document
public void Jump() //Metodo para el Joystick
{
if(CheckGround.isGrounded)
{
canDoubleJump = true;
rb2D.velocity = new Vector2(rb2D.velocity.x, jumpSpeed);
}
else
{
if(canDoubleJump)
{
animator.SetBool("DoubleJump", true);
rb2D.velocity = new Vector2(rb2D.velocity.x, doubleJumpSpeed);
canDoubleJump = false;
}
}
}
}