

Joystick Pack

Overview

The Asset

The joystick pack is a simple to use, easy to implement way of adding virtual joysticks to your games. It is designed for use with mobile devices but also works with a mouse for easy testing and debugging in the editor.

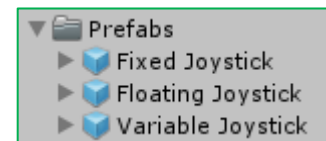
In the Pack

The pack contains three types of joystick:

- Fixed Joystick – Simple joystick, stays in one location on the screen.
- Floating Joystick – Joystick moves to where the user touches.
- Variable Joystick – A joystick which can switch between the two types.

How to Use

Within the package is a prefabs folder containing three prefabs. These are premade versions of the joystick which can be customized with the free-to-use sprites or your own, this makes it quick and easy to add the joystick to your scene.

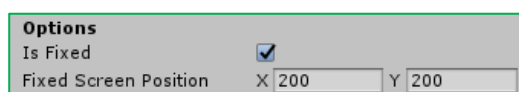
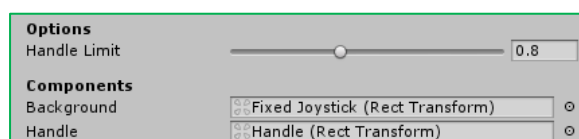


Variables

Handle Limit	The distance the handle is limited from the center. 0 being fixed in the center. (This does not affect input values)
Background	The RectTransform component of the background.
Handle	The RectTransform component of the handle.

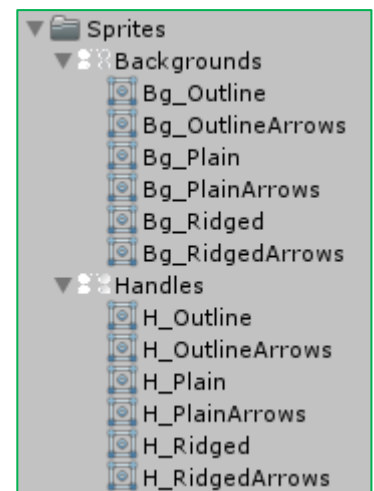
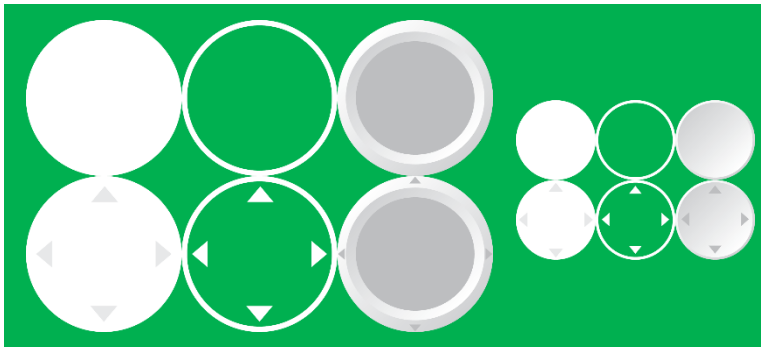
The variable joystick has two extra variables:

Is Fixed	The state of the joystick: fixed or floating. This can be changed in script e.g. player options.
Fixed Screen Position	The anchored position of the joystick when it is fixed.



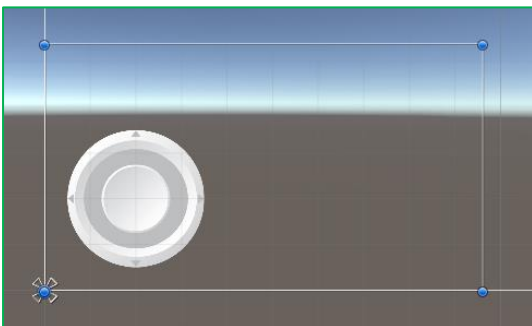
Sprites

To change the look of the joystick you can change the sprite of both the background and handle. The pack comes with six backgrounds and six handles for you to use or you can use your own. Changing the alpha or color of the image lets you further customize the joystick because the sprites are primarily white so they can be tinted easily.



Floating Area

On the floating joystick and variable joystick there is an empty RectTransform, this area is where the user must press in order for the joystick to appear (By default this is the bottom left quarter). This is useful when using multiple joysticks so only one is being moved in a certain area.



Scripting

All joysticks inherit from the Joystick class, this allows you to create a public Joystick variable which you can assign any joystick to.

To use the joystick, you can access the horizontal or vertical axes by using .Horizontal or .Vertical. This returns a value between -1 and 1.

```
public Joystick joystick;
```

```
joystick.Horizontal
```

```
joystick.Vertical
```

Example

To see how the asset works in a working example you can use the Demo Scene and Player Example within the Example folder.

The demo scene is set up with a canvas containing all three types of joystick which you can enable or disable to see how each one works. There is also a player which can be moved by using a joystick, just drag the joystick you want to test.

