



PinePie Joystick

PinePie

By

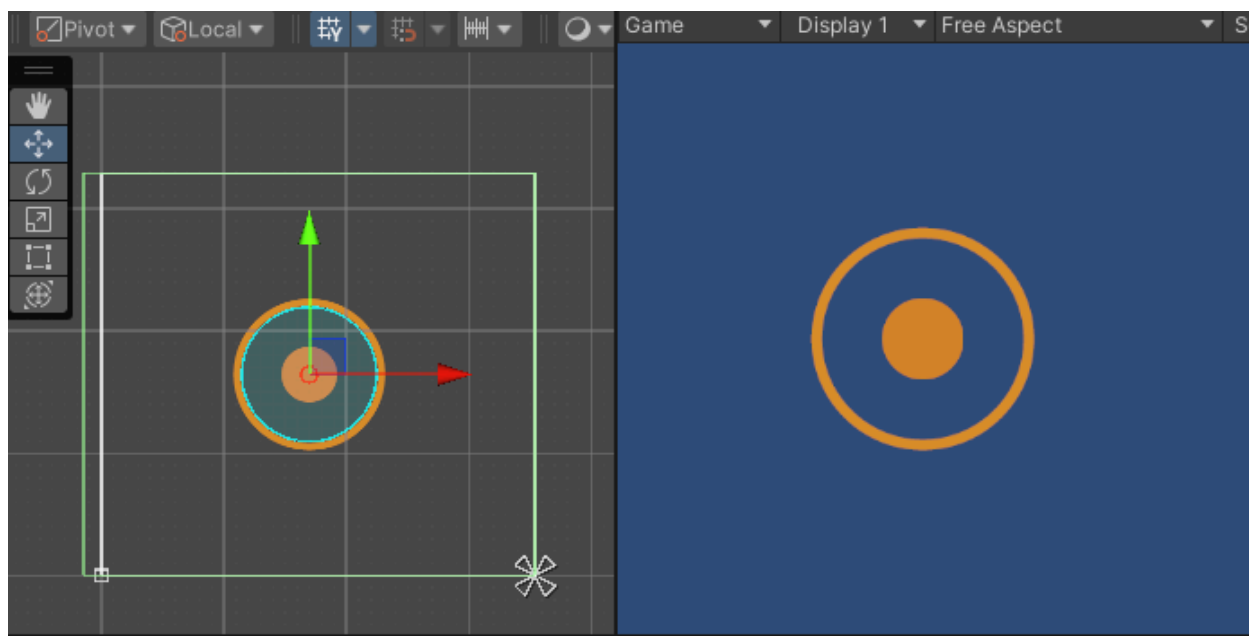
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PinePie



Joystick Controller:

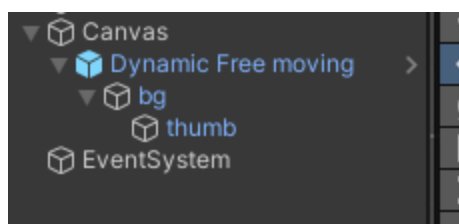


How to use:

Create a canvas in the scene, and put any joystick prefab inside it.

Joystick prefabs - **"Assets/PinePie/Simple Joystick/Examples/Prefabs"**

To create a new joystick, create a panel (detectable area for joystick) inside canvas and Create an image (for joystick base), and again an image(for handle) inside it.



And then add a joystick controller to the panel from **"AddComponent/PinePie/Joystick Controller"**.

To use **multiple Joysticks**, filter them using their name.

Example:

```
using UnityEngine;

public class MovementScript : MonoBehaviour
{
    private JoystickController joystickController;
    public float moveSpeed = 5f;

    void Start()
    {
        JoystickController[] joysticks = FindObjectsOfType<JoystickController>();
        foreach (var joystick in joysticks)
        {
            if (joystick.name == "Right") joystickController = joystick;
        }
    }

    void Update()
    {
        transform.position +=
            moveSpeed * Time.deltaTime *
            (Vector3)joystickController.InputDirection;
    }
}
```

Just add this script to any visible gameobject to see it working.

```
public event Action OnTouchPressed;
public event Action OnTouchRemoved;
public event Action OnDirectionChanged;
```

Subscribe to any of these events to get notified about touched **started, removed or direction changed events**.

```
joystick.OnTouchPressed += HandleTouchPressed;
joystick.OnTouchRemoved += HandleTouchRemoved;
joystick.OnDirectionChanged += HandleDirectionChanged;
```

```
joystick.OnTouchPressed -= HandleTouchPressed;
joystick.OnTouchRemoved -= HandleTouchRemoved;
joystick.OnDirectionChanged -= HandleDirectionChanged;
```

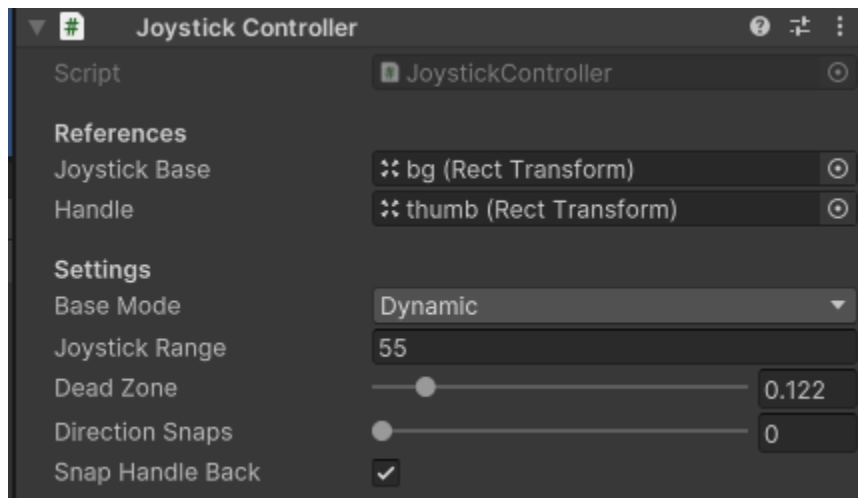
```
private void HandleTouchPressed()
{
    // things that happens on touch pressed
}

private void HandleTouchRemoved()
{
    // things that happens on touch removed
}

private void HandleDirectionChanged()
{
    // things that happens on direction changed
}
```



Script:



References - For images for base and handle, you can use your own or use default.

Base Mode:

Static - Joystick fixed in place, and works only if touched inside the joystick base.

Dynamic - shows when touch is active, moves base along if the handle moves outside it.

Floating - shows until touch active and then acts like a static joystick.

Joystick Range - Sets how far can handle be moved.

Dead Zone - Inside this limit input direction is vector3.zero;

Directional Snaps: This is to set snapped directions like **4 or 8 directional movement**.

Set 0 or 1 for Free move handle or set **how many fixed directions are needed**.

Snap Handle Back: Keep it turned on to **snap the handle to center** when no touch is happening. And **set it false when there is always a direction needed**.

Feedback

Request a Feature for your game development, write your specific needs and mail it to sv92295351@gmail.com or give us feedback on [Pine Pie](#) website.

If you have any **problem or suggestion** regarding this Asset you can kindly mail it to sv92295351@gmail.com



Thanks for downloading