

OnScreenControls

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

Contact

Questions, suggestions, help needed?

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Description/Features

On Screen Controls that use the CrossPlatformInput namespace.

- Easily integrates with Unity.
- Easily adjustable.
- Customize with Unity's Standard Animation.
- Fully Commented C# code.

Terms of Use

You are free to add this asset to any game you'd like However:

please put my name in the credits, or in the special thanks section. :)

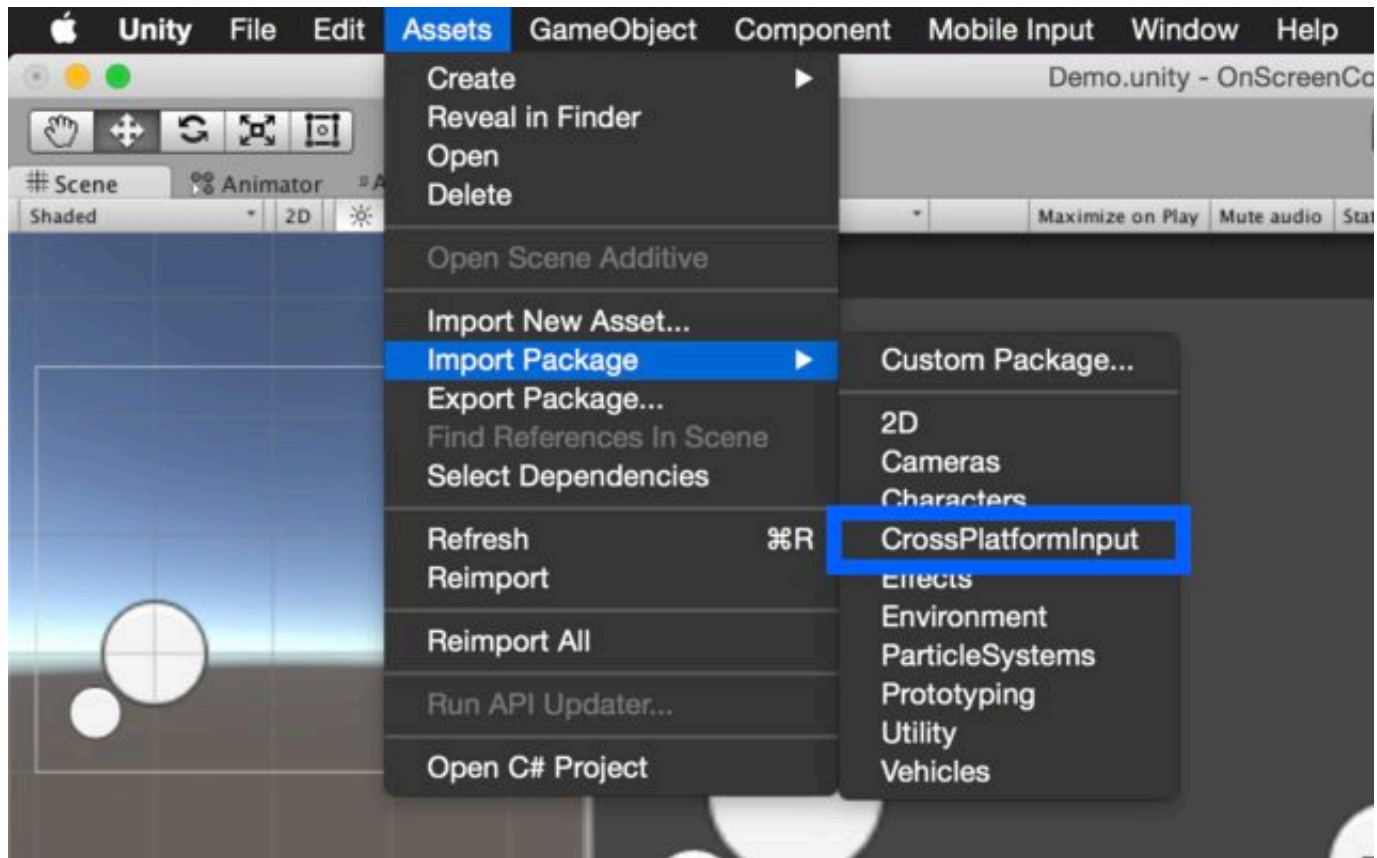
please do not re-distribute.

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The Set Up

1. You'll need to import the CrossPlatformInput before you get started.



2. Then Drag and drop the prefabs into the canvas in your scene.

3. Make adjustments to fit your game.

JoyStick and Button Options

JoyStick

JoyStick Components: These are the parts of the JoyStick, Base and Knob.

JoyStick Base Image: This is the base image of the JoyStick.

JoyStick Knob Image: This is the knob image of the JoyStick.

StartPosition: This will be is position the JoyStick will be while not in use. Position of the JoyStick, Position of the Base, Position of the Knob

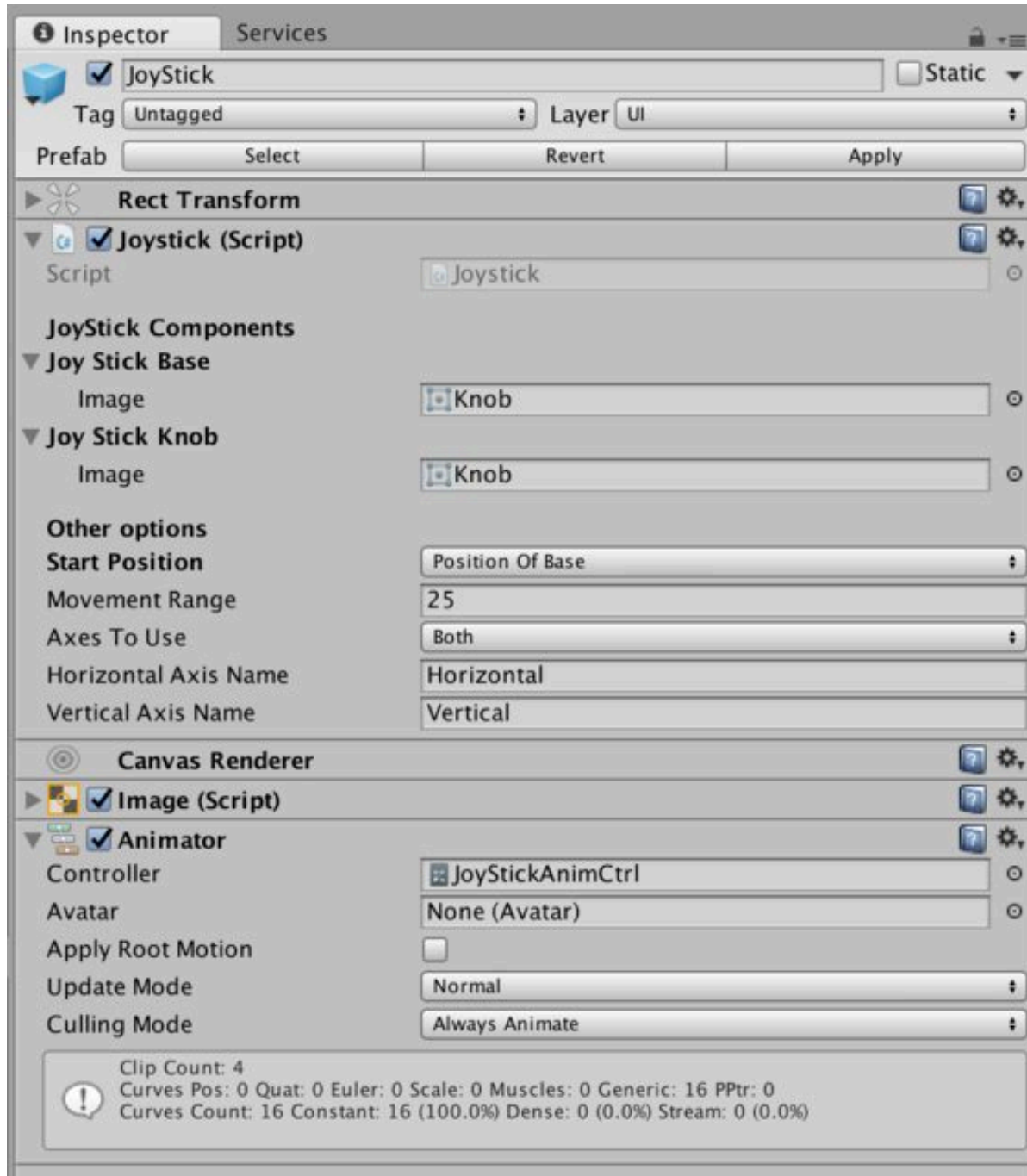
Movement Range: the distance the knob can be from the base.

Axis To Use: Which directions the Joystick can move. Both, OnlyHorizontal,OnlyVertical

Horizontal Axis Name: The name of the horizontal axis in the Edit -> Project Settings -> Input. Vertical Axis Name: The name of the vertical axis in the Edit -> Project Settings -> Input.

Please Note:

The Color of the Joystick (the base and the Knob) can now be changed with an Animation Controller.





Button

ButtonName: The name of the button in the Edit -> Project Settings -> Input.

Please Note:

The Color (nd Size) of the Button can now be changed with an Animation Controller.

