FPS Controls

This asset will provide you with FPS controls for mobile devices that is very easy to setup and use.

How to use it?

- Drag and drop “Joystick.prefab“ from “Prefab” folder into your scene.
- Add EventSystem to your project hierarchy (Right click inside project hierarchy – UI – EventSystem)
- Use “JoystickLeft.positionX” static variable inside your scripts to get left joysticks X axis value, use “JoystickLeft.positionY” to get Y axis value (you will get value from -1 to 1 for x and also from -1 to 1 for y axis).

*Example

```
Vector3 moveX = JoystickLeft.positionX * speed * transform.right;

Vector3 moveY = JoystickLeft.positionY * speed * transform.forward;

GetComponent<Rigidbody>().MovePosition(transform.position + moveX *
Time.fixedDeltaTime + moveY  * Time.fixedDeltaTime);
```

In case that your character doesn’t have rigidbody you can use this:

```
transform.position = transform.position + moveX * Time.fixedDeltaTime +
moveY  * Time.fixedDeltaTime;
```

- For rotation use JoystickRight.rotX and JoystickRight.rotY.

* Example

```
void Update() {

    transform.rotation = Quaternion.Euler(JoystickRight.rotY,
    JoystickRight.rotX, 0);

}
```

- To detect if shot button is pressed you can use JoystickRight.shot static variable. It will return true when shot button is pressed and false when it is released.
- To detect if jump button is pressed use JoystickRight.jump. It will return true whan jump button is pressed and false when it is released.

Additional Options

If “Sticky” option is checked joystick will be invisible and it appear on the position where you touch the screen. If this option is unchecked joystick will always stay on the same position.

“Stick Movement Threshold” will determine how much joystick can move from its central position.