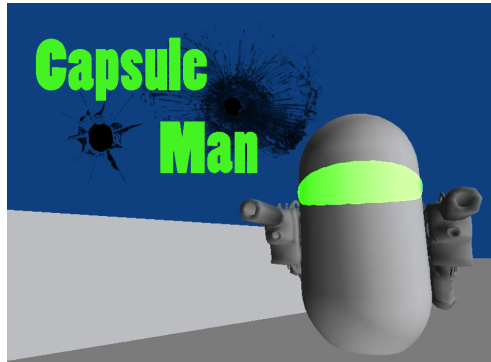


# Thank you for purchasing the Ultimate Joystick!

To get you started, we have included the *UltimateJoystick* script in an example scene with both a *Third Person example script*, as well as a *First Person example script*. This scene shows a very simple use of the Joystick on a simple Capsule character, fondly named **Capsule Man!**



We have also included a prefab for easy use to add to any scene. This prefab is an organized Joystick folder that has all of the necessary pieces for this *UltimateJoystick* script. Please note that there is a C# **AND** Javascript version of the *UltimateJoystick*, *ThirdPersonExample*, and the *FirstPersonExample* scripts. We also included C# and Javascript prefabs. Both work the exact same, so feel free to use which ever programming language you are most comfortable with. Also, please note that we are using our own custom inspector, and these Editor scripts are located in the Ultimate Joystick folder in a folder named "Editor". You **must** leave these scripts in this folder in order for the Editor scripts to work correctly.

## How to Reference the Joystick From Other Scripts

One of the great things about this script is the easy reference from other scripts. In order to get the information from our *UltimateJoystick*, we need to have a variable to store that particular joystick.

Example C#: `public UltimateJoystick joystick;`  
Example Java: `var joystick : UltimateJoystickJAVA;`

Once we have these variables, all we need to do is get our JoystickPosition from that Joystick by storing it into a Vector2 variable at runtime.

Example C#: `Vector2 joystickPos = joystick.JoystickPosition;`  
Example Java: `var joystickPos : Vector2 = joystick.JoystickPosition;`

After we have these values, we can apply that to anything we need. Please note that the values returned by the JoystickPosition function will be a value between -1 and 1, with 0 being the exact center. The JoystickPosition function will return an X and Y value for our Vector2.

*Not everything is included in this PDF document. In order to keep you up to date with the most helpful information, we have made a section on our website specifically set aside for information about the Ultimate Joystick. On this page is a list of features, tutorials, tips and tricks, and helpful information.*

[Asset Support Page](#)

[Online README](#)

## What now?

The world is yours now! No longer will you have to worry about Mobile Joystick Input. This is a perfect solution, flexible and clean. This joystick script has a lot of great features that most Joystick textures don't support, like customizable Tension Accent and Highlight colors. Where can you find Joystick Textures with these awesome options? Well you are in luck! We make Joystick Textures to fit perfectly with this script! Click on the *Pictures* below, or check out our other products on the [Unity Asset Store](#).

