Mobile Controller For Game Creator 2

Description:

An extension for Game Creator 2 that allow you to control the character in mobile.

Features:

- **Floating Movement Stick**

  This gives you the ability to move a character using custom stick name "*Mobile Controller Floating Movement Stick*"

- **Floating Rotate Stick**

  This give you the ability to control the camera shot that is orbiting the character using custom stick name "*Mobile Controller Rotation Camera Stick*"

- **Pinch/Zoom**

  This give you the ability to control the zoom distance of the camera to the character using the prefab name "Mobile Controller Camera Zoom" that is found under "*Plugins/GameCreator/Installs/MobileControllers.Core@1.0.0/Prefab/Mobile Controller Camera Zoom*"
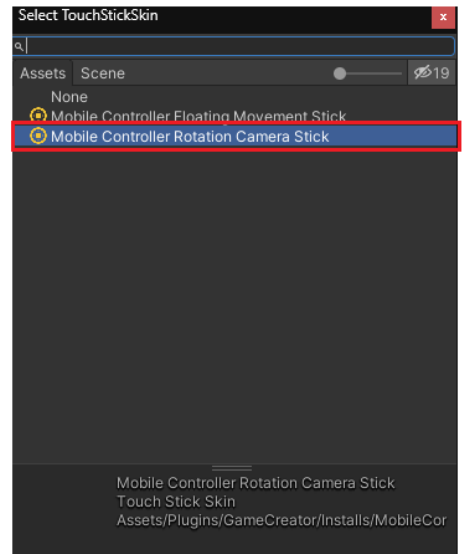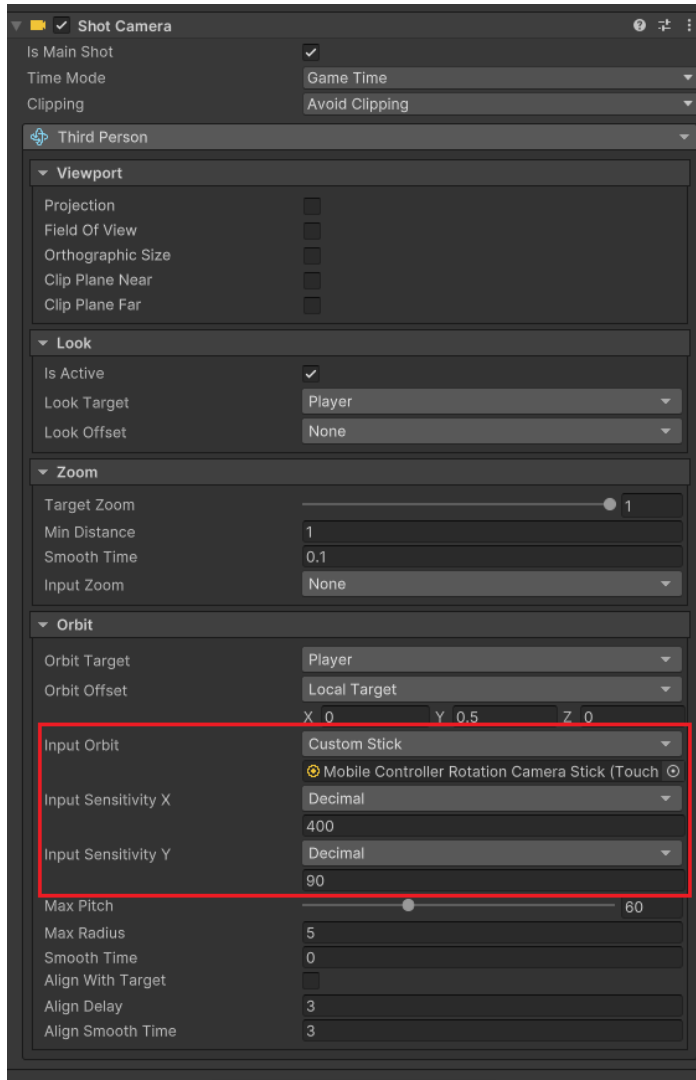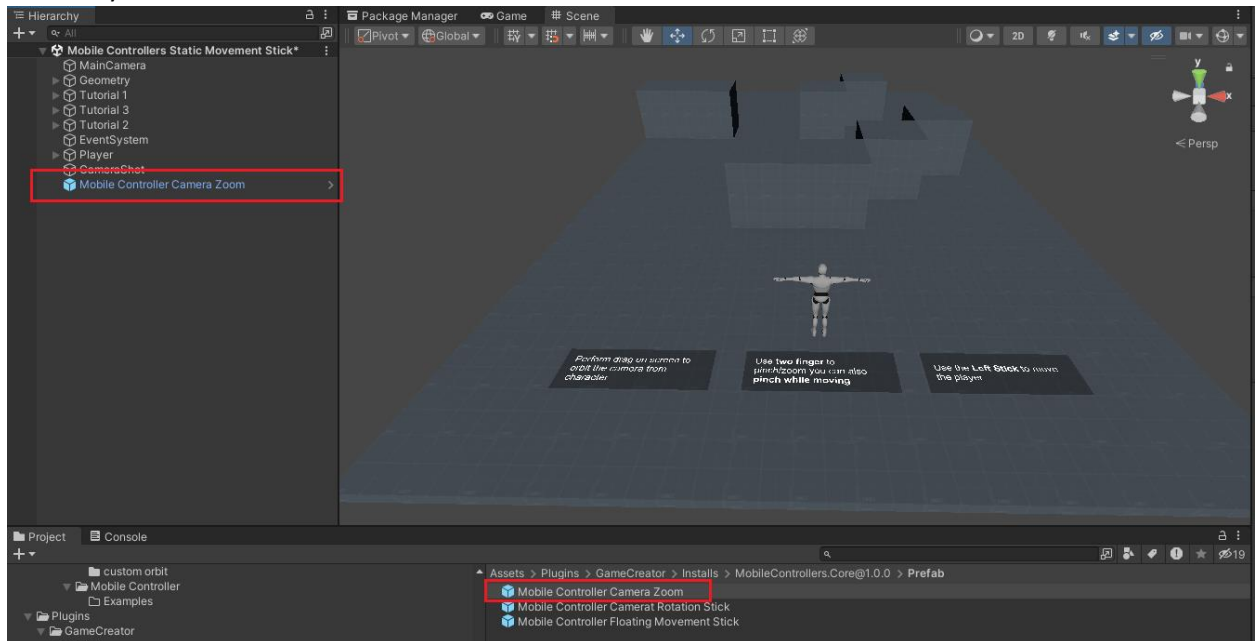
Mobile Controller Setup Guide

Movement Static Stick

1. In Hierarchy select the player and change the Input Move to *Left Stick*
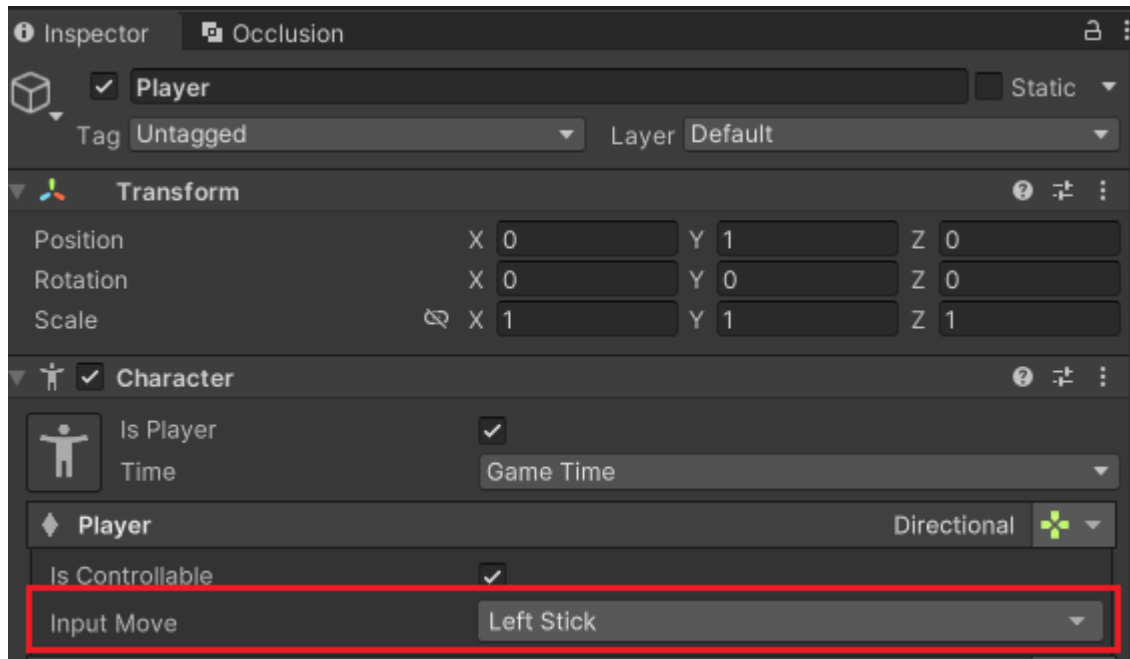
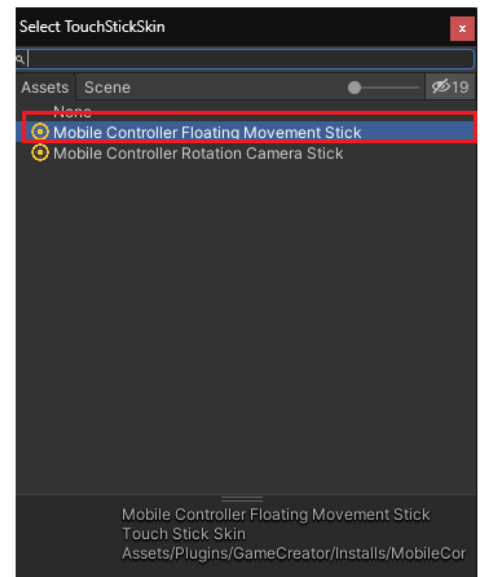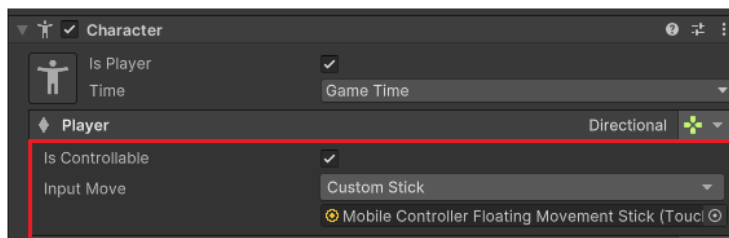2. In your active camera shot change the Input Orbit to "*Mobile Controller Rotation Camera Stick*"

3. Then in order to allow to change the zoom level go to "*Plugins/GameCreator/Installs/MobileControllers.Core@1.0.0/Prefab/Mobile Controller Camera Zoom*" and select the prefab name "*Mobile Controller Camera Zoom*" and drag it into Hierarchy.
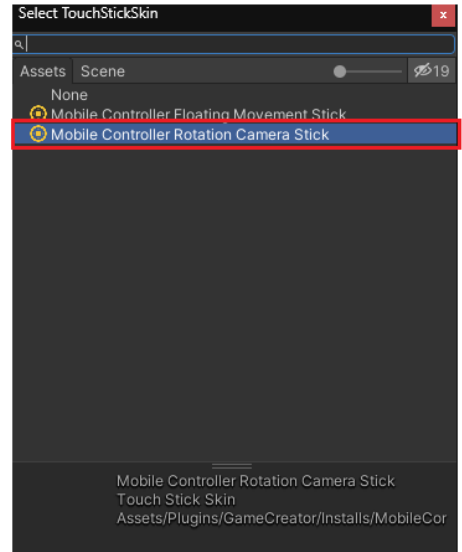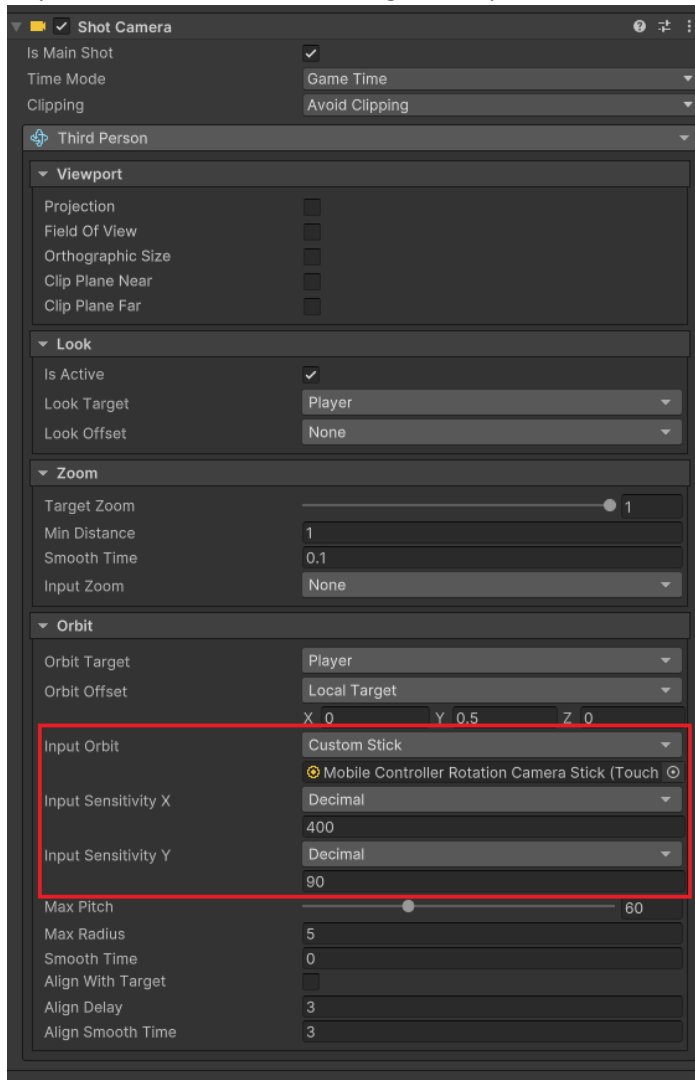

Floating Movement Stick

1. In Hierarchy select the player and change the Input Move to **Mobile Controller Floating Movement Stick**

2. In your active camera shot change the Input Orbit to "*Mobile Controller Rotation Camera Stick*"

3. Then in order to allow to change the zoom level go to *"Plugins/GameCreator/Installs/MobileControllers.Core@1.0.0/Prefab/Mobile Controller Camera Zoom" and select the prefab name "**Mobile Controller Camera Zoom**"* and drag it into Hierarchy.
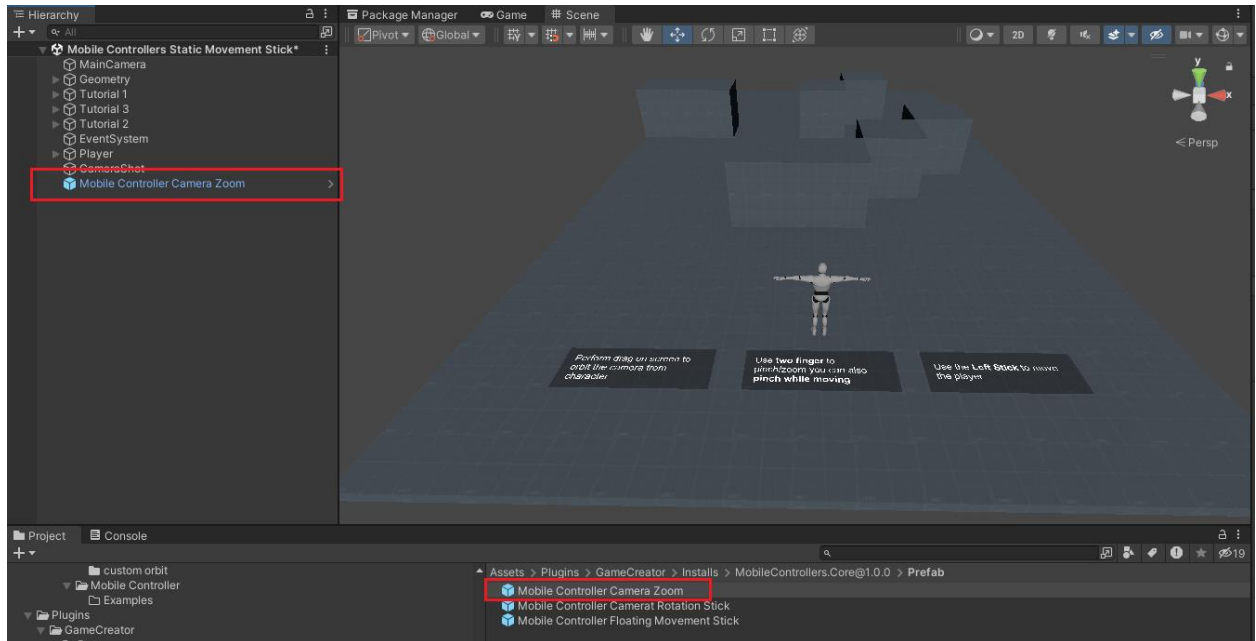
Change either clockwise or counter clockwise of Camera orbit

1. Find and look the prefab name "***Mobile Controller Camera Rotation Stick***" then double click this prefab to see its child object then select the ***Background*** child object and under its component you can find the component named ***MobileControllerCameraOrbitHandler*** where you can tweak its value for inverting the camera. As follow in screenshots below.