EasyButton 1.0

Introduction

What is EasyButton

EasyButton allow you to quickly and easily add button in your game. You aren't limited, you can add as many as you want button.

EasyButton internally manages the resolution to remains the same position and the size regardless of the resolution of the final platform
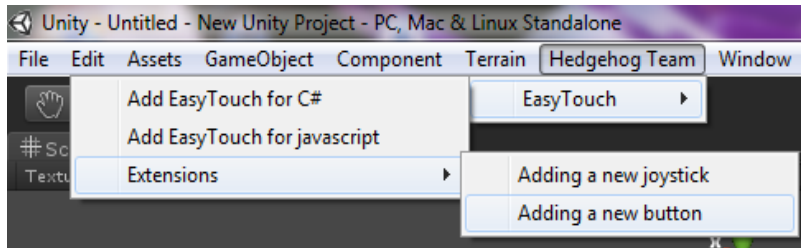
Quick Start

Quick Start

1- Import EasyTouch Package.

3 - Add a button with the menu

If EasyTouch is not present in your scene, it will automatically add

4 - Setup your new button with the inspector, look at Inspector properties

5- That all

Concept

Interaction mode

EasyButton allows you to interact with objects with 2 differenst methods:

Event:
EasyButton sends a message to notify that the joystick is moving with a class parameter.

Include:
You integrate an EasyButton object as a parameter in a scrip, to directly access the values of the button

To help you make your choice :

|	Unity built-in SendMessage	Event / Delegate system
Advantage	• Events are sent to the object selected, simply add a script with a method corresponding to the event processing • Simplify implementation with respect to the event Delgate	• Faster than Unity built-in SendMessage • Notify several objects at once
Disadvantage	• Slower than Event-Delegate • Only one objects can be notified at the same time.	• The event is sent to all objects that subscribe to it • More line of code is required (subscribe and unsubscribe event) • not compatible with javascript

Inspector properties

Button properties
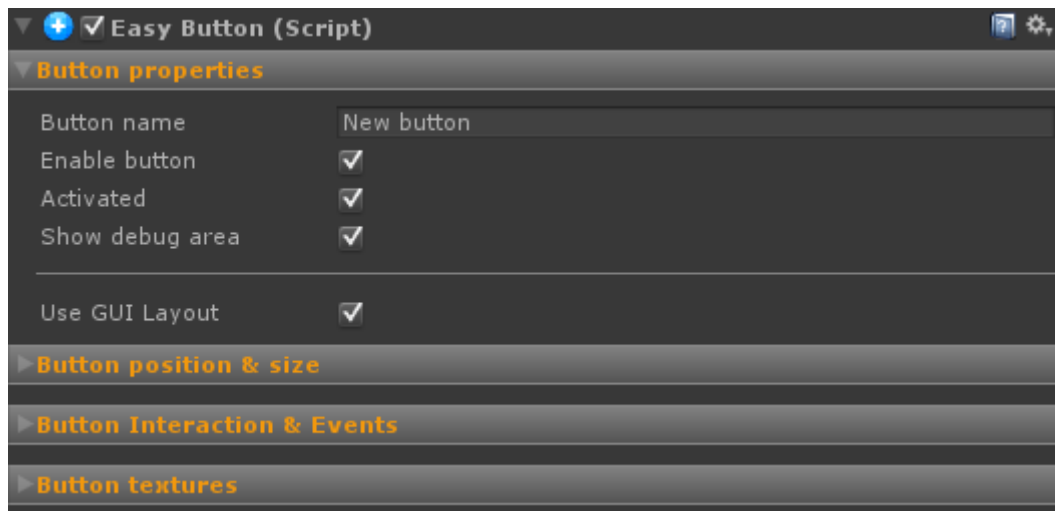
Button name   : GameObject name

Enable button   **:** Enables or disables the button
           True = Show
           False = not show

Activated   : Activate or desactivate the button
          true = show normaly & active
          false = show with alpha and not activate

Use GUI Layout   : Disable this lets you skip the GUI layout phase. (Look at Unity documentation)

Joystick position & size
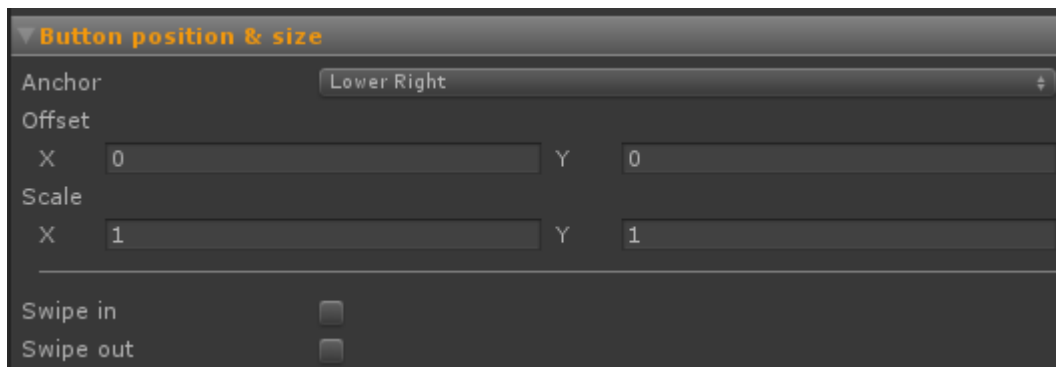
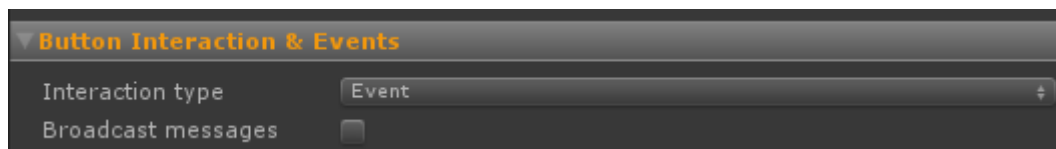**Anchor :** Anchor the joystick on a given part of the screen

Offset : The position relative to the anchor
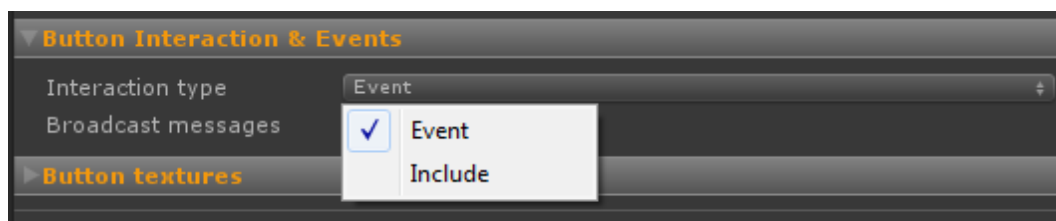
Scale : The set the size of the btton

Swipe In : Allow button to be pressed when you swipe in other the button

Swipe out : Allow button to be pressed when you siwpe out from the button
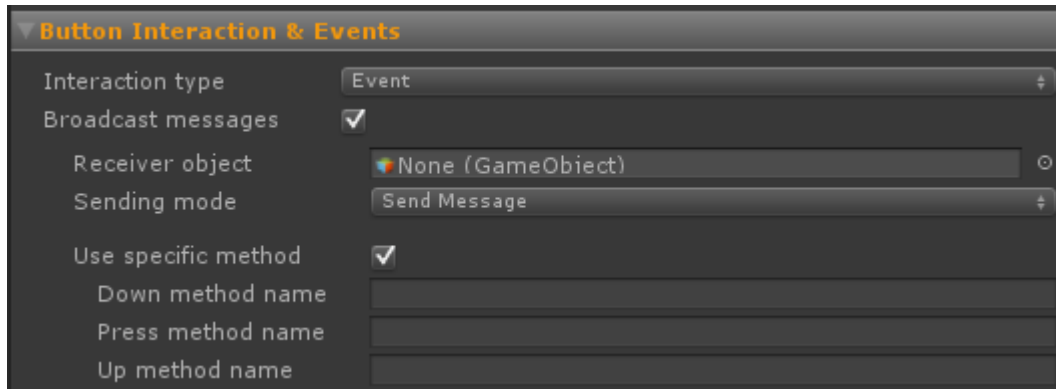
Joystick axes properties & events

Interaction type : The mode of interaction

Interaction : Event

In this mode EasyButton sends a message to notify of action on the button with a class parameter. (C# event by default) Look at <u>Event chapter</u>

Broadcast messages : If you use javascript you must enable this option or with C# if you want

Receiver gameobject : The gameobject that will receive the messages

Sending mode : Different mode of sending messages offered by Unity

Use specifi method : Allow you to directly call your own method

Joystick textures

This section allows you to assign different textures that make up your button,

Classes

Events

Below is a list of all the events raised by EasyJoystick when you're in Event or Direct & event mode for the interaction. Look at_C#-Event-Template or _Jave—Event-Template folder on Plugins folder

For complet classe description go to http://www.blitz3dfr.com/Doc/ET3

On_ButtonDown(string buttonName)
Occurs when the button is down for the first time.

On_ButtonPress(string buttonName)
Occurs when the button is pressed

ButtonUp(string buttonName)
Occurs when the button is up