

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.

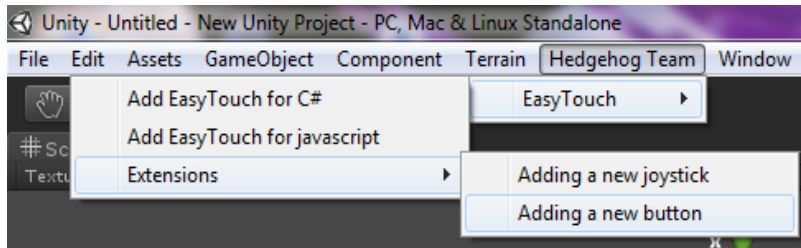
EasyButton internally manages the resolution to remains the same position and the size regardless of the resolution of the final platform

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 different methods:

Event:

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

Include:

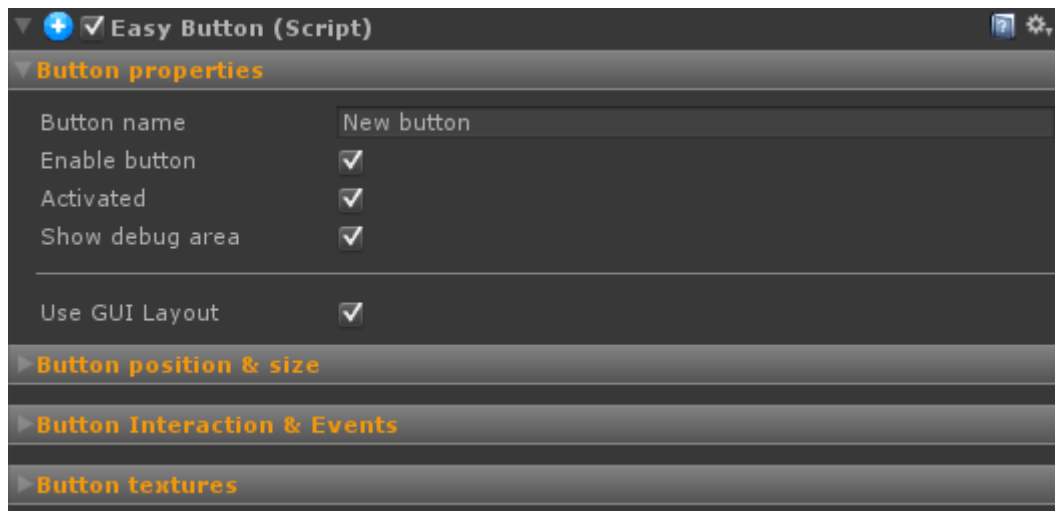
You integrate an EasyButton object as a parameter in a script, to directly access the values of the button

To help you make your choice :

	Unity built-in SendMessage	Event / Delegate system
Advantage	<ul style="list-style-type: none">Events are sent to the object selected, simply add a script with a method corresponding to the event processingSimplify implementation with respect to the event Delegate	<ul style="list-style-type: none">Faster than Unity built-in SendMessageNotify several objects at once
Disadvantage	<ul style="list-style-type: none">Slower than Event-DelegateOnly one objects can be notified at the same time.	<ul style="list-style-type: none">The event is sent to all objects that subscribe to itMore line of code is required (subscribe and unsubscribe event)not compatible with javascript

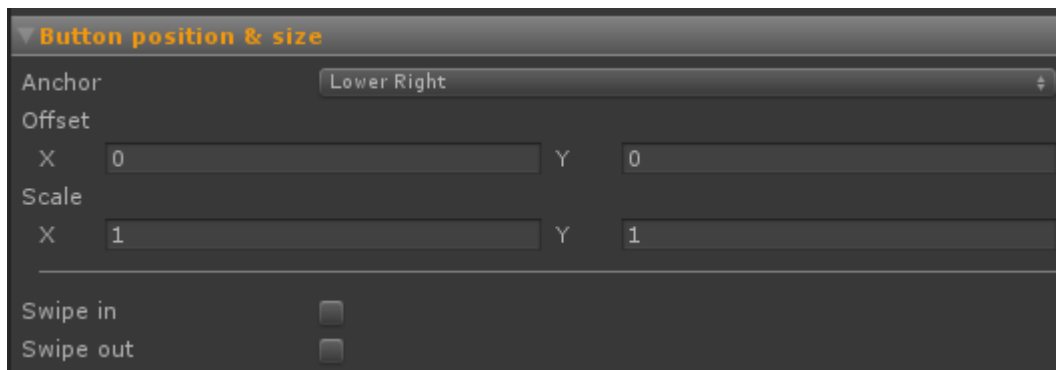
Inspector properties

Button properties



Button name	: GameObject name
Enable button	: Enables or disables the button True = Show False = not show
Activated	: Activate or deactivate 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

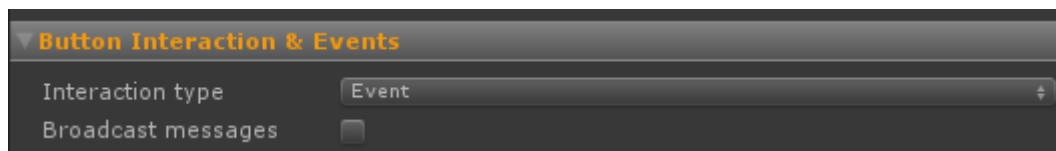
Offset : The position relative to the anchor

Scale : The set the size of the btton

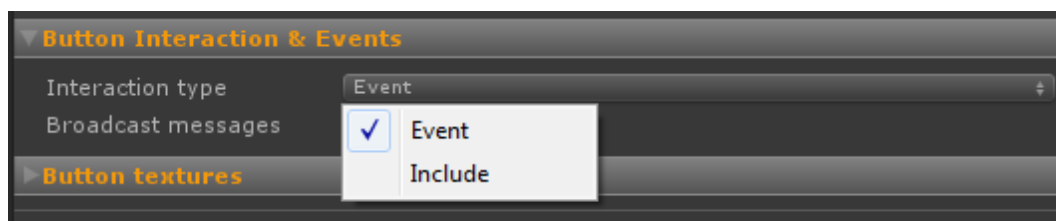
Swipe In : Allow button to be pressed when you swipe in other the button

Swipe out : Allow button to be pressed when you siwpe out from the button

Joystick axes properties & events



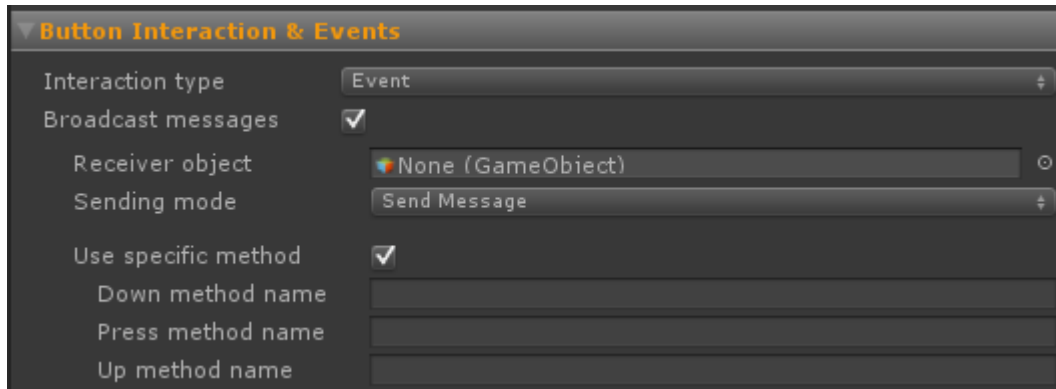
Interaction type : The mode of interaction



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 [Event chapter](#)

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 _Java—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