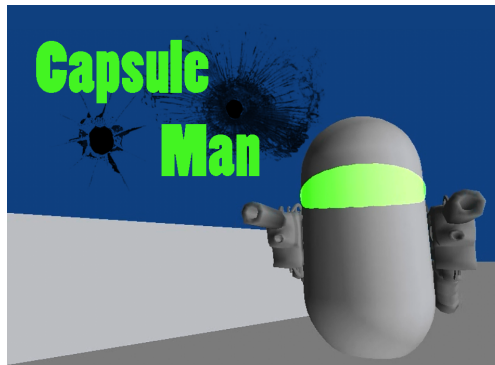# Thank you for purchasing the
Ultimate Joystick!

To get you started, we have included an example scene with a simple *SampleCharacter* script,
and of course the *Joystick* script itself. :) 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 *Joystick* script. Please note that there is a C# AND Javascript
version of the *Joystick*, *SampleCharacter*, and the *Joystick_Folder Prefab*. Both work the exact same, so feel free to use
which ever programming language you are most comfortable with. Although this Joystick Texture does not have a Toggle
Highlight, our other Joystick Textures on the Asset Store do. See the links below for those Joystick Textures.

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 Joystick, we need to have a variable to store that particular Joystick.

Example C#: public Joystick joystick;
Example Java: var joystick : JoystickJAVA;

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.

*If you come across a problem that is not included within this README, please visit our Asset Support Page on our website
where we will publish anything that can help you get our assets working as best as possible in your project!*

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, check out our other products on the Unity Asset Store,
or check out our Website: http://www.crowegaming.com/