

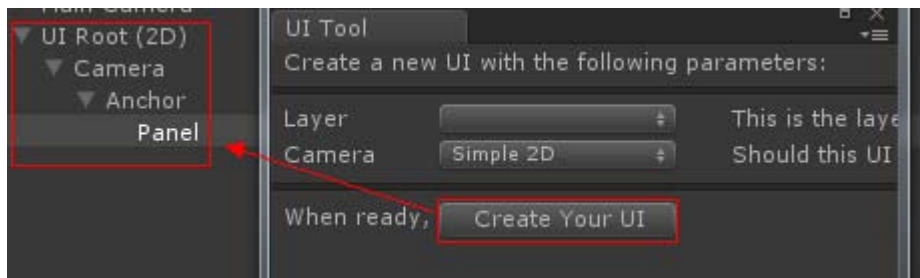
Before you importing the packages into your project, you'd better read the **How to use**.

How To Use:

The content below is a step by step tutorial.

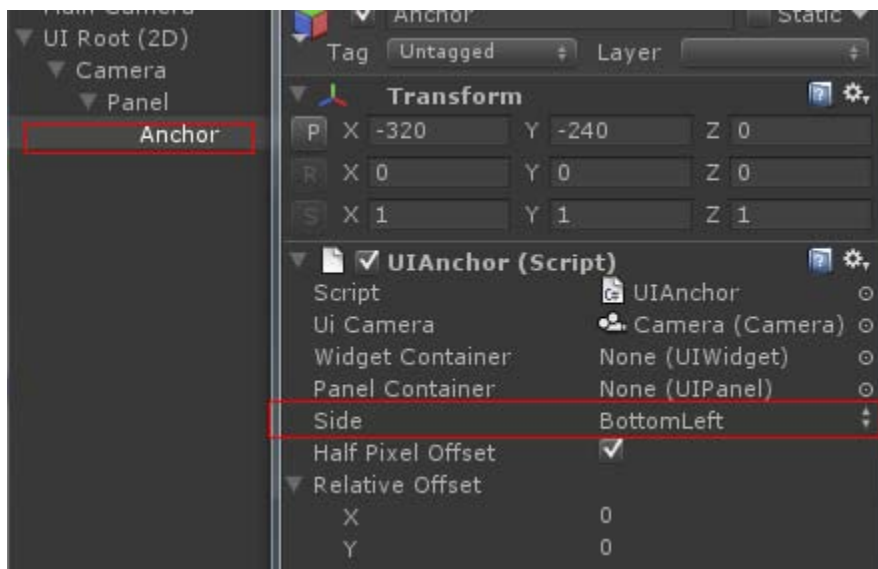
1.Create simple Ngui UI in your Scene.

You just need to click the **Create Your UI** button in the UI Tool panel.

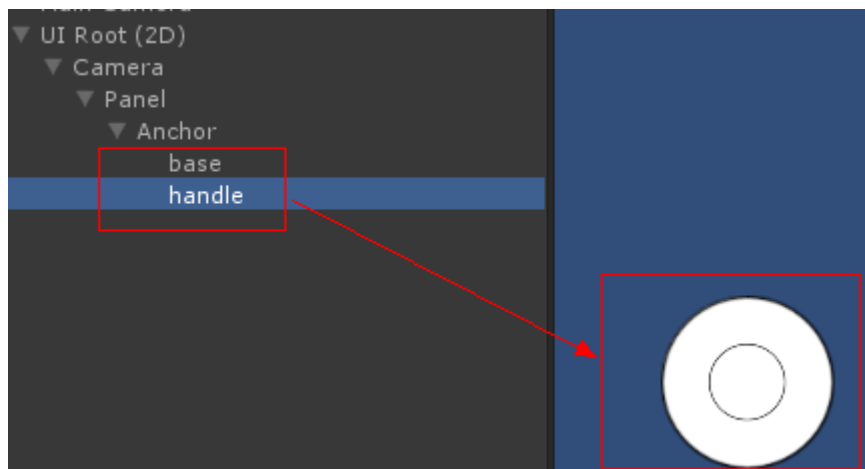


2.Create the joystick.

Adjust the UI hierarchical structure like this, put **Anchor** node under the **panel** node, and set the **side** property of **Anchor** to **BottomLeft**.



Create two sprites(all sprite type should be ok) under **Anchor** node, one for joystick base, one for joystick handle. Notice the depth of handle should be bigger then base.



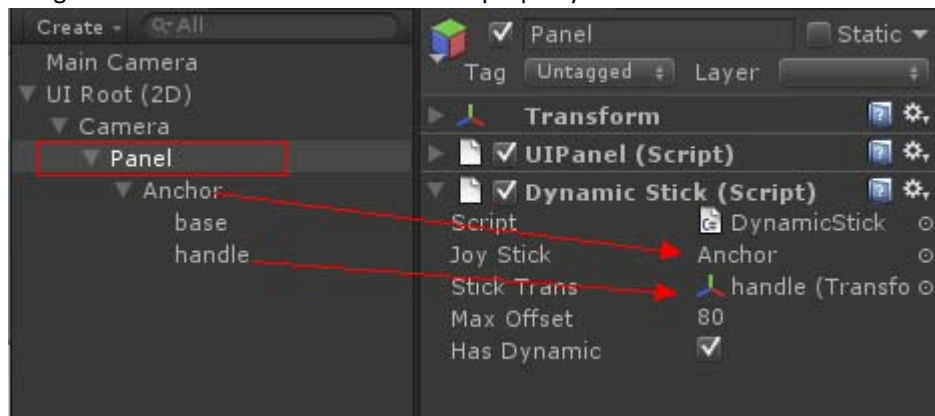
Set the **Relative Offset** property to suitable value.

3.Append the script and set the parameter.

Append the **DynamicStick.cs** to one parent node of **Anchor node**. Here I chose the **Panel** node.

Assign the Anchor node to the Joy Stick property.

Assign the handle node to the Stick Trans property.



Start the game and click the screen you'll see the dynamic joystick.

4.The parameters

Max Offset: The furthest distance handle can deviate the joystick center.

Has Dynamic: Check on means the dynamic joystick work, otherwise the joystick will be static.

5.Methods in **DynamicStick.cs**

_JoyOffset: This method can let you get how much the joystick handle deviate the joystick center. Return a vector2 between (0f,0f) and (1f,1f).

SwitchDynamic(): Reverse the dynamic status.

SetDynamic(): Set the dynamic status.

Problem and solution:

If have any questions. You can contact us by email **2934833319@QQ.COM** or post your questions here:

http://blog.sina.com.cn/s/blog_d53466f00101nx5e.html.