

# JOYSTICK RECORDER

## Overview JoyStick Types

Joystick	Description
Fixed	The fixed joystick stays in a fixed position.
Floating	The floating joystick starts where the user touches and stays fixed until the touch is released.
Dynamic	The dynamic joystick starts where the user touches and then moves with the touch around the screen.

## Overview JoyStick Modes

Joystick	Description
Base	The base joystick mode is required for basic usage.
Recorder	The recorder joystick mode is required for recording data input from joystick.
Player	The player joystick mode is required for re-playing recorded data input from joystick.

## Adding a Joystick

To add a joystick into your scene go to the prefabs folder **Joystick.DataSakura/Prefabs** pick the joystick prefab and drag it into the scene, make sure it is within a canvas as it is a UI element.

## Structure Fixed

The fixed joystick is made up of a background and handle, to position the

joystick place the background where you need it, it can be anchored to any corner or side.

## Floating and Dynamic

The floating and dynamic joysticks have a background and handle like the fixed joystick but they are contained within an empty rect, this defines the area where the joystick can appear.

# Settings

## Joystick Settings

Property	Function
Input	The input data of the joystick.
Radius	The distance the visual handle can move from the center of the joystick.
Speed	The speed of joystick handle while moving.
Mode	Joystick mode
Type	Joystick type

# Functions

## Joystick Functions

Horizontal	Get the current float value horizontal input of a joystick.
Vertical	Get the current float value vertical input of a joystick.
Settings	Get the current settings of the joystick.
Handle	Set the handle range.
Background	Set the background zone.