Touchpad:
AxesX : -1.44
AxesY : -1.44

universal
mobile joystick

Static:
DirNormX: -0.6904297
DirNormY: -0.6904297
TouchForce: 100

Dynamic:
DirNormX: 0.6146935
DirNormY: 0.6146935
TouchForce: 100

version 2.0
created by: Victor Klepikov

Thanks for your purchase!
Your support is greatly appreciated!

Introduction

Designed for all Unity users, who ever wanted to create a mobile games. Allows you to quickly and easily develop actions based on a touchscreen, touchpad, static & dynamic joystick.

Included features are:

✔   All project files, for free or commercial use (re-selling prohibited).

✔   This project can be easily integrated in any game.

✔   In one click create a joystick prefab.

✔   Quickly and easily setup for any mobile game.

✔   Hot visual tuning in editor.

✔   Static, Dynamic & Touchpad - joystick modes.

✔   Full Multitouch Support.

✔   Unlimited number of joysticks on display.

✔   Ability to change modes «on the fly».

✔   Support all mobile devices.

✔   Intuitive and easy to modify the source code for any of your needs.

These features should cover the most requirements for a mobile games. However, please note that a this project can't suit all game cases. You likely want to modify it to fit your needs and implement your own unique game and user interface mechanics. In the following chapters, this manual explains all components involved in this kit, so you can see where you might want to start.
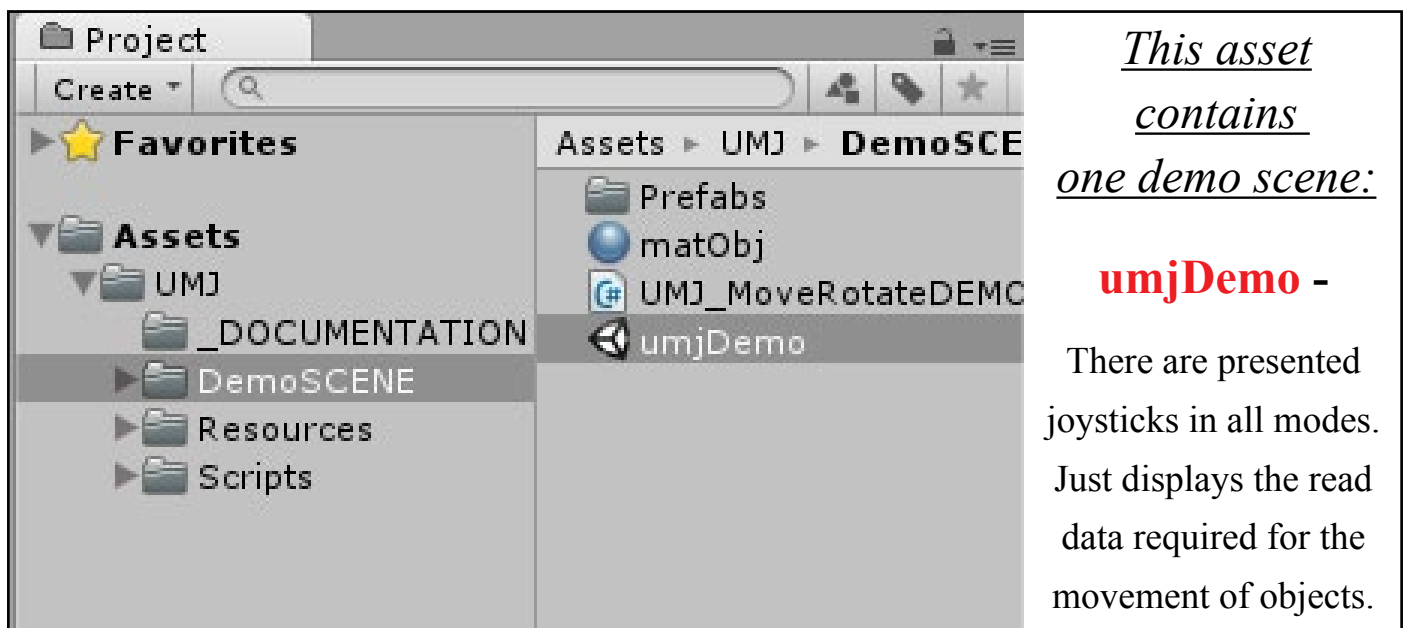
Setup

WARNING: If you are new to Unity, please take a quick break and get dirty with its main functionalities first, because this documentation will assume you have some basic knowledge regarding the interface and its editor tools.
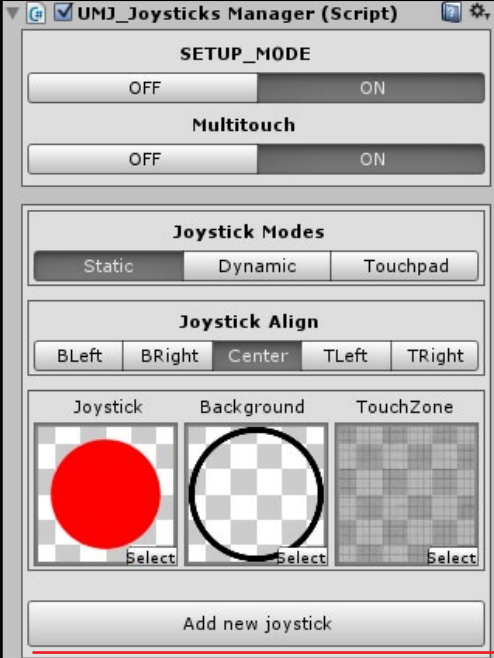
Import this unitypackage into an empty project.

Once the import has finished, you'll see all project files listed in the Project panel.

This asset contains one demo scene:

umjDemo -

There are presented joysticks in all modes. Just displays the read data required for the movement of objects.
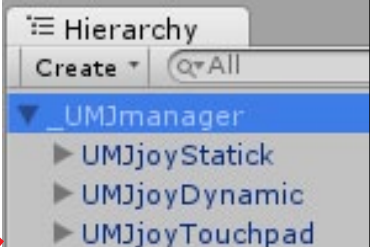
This scene show how the joystick can easily interact with any objects in the scene. All you have to do is read the incoming data.
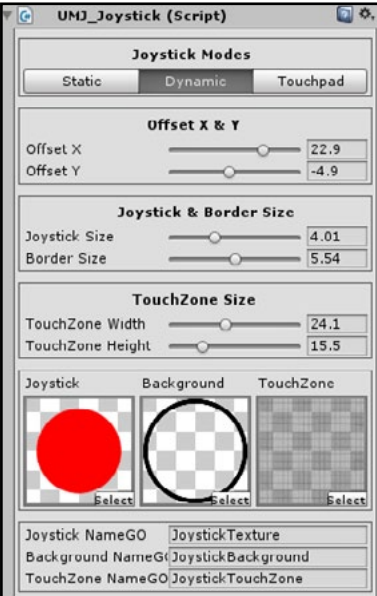
So, you probably have already seen how it works and you already want to understand the principles of operation, as well as set up all by your project. Well, let's start, the following pages are devoted to this.
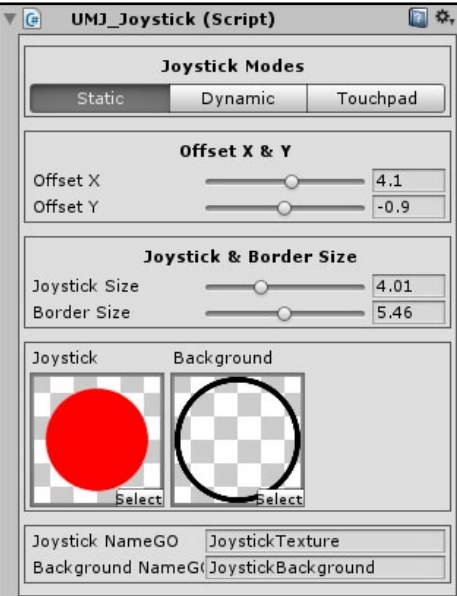
First step is to create a joysticks manager, it is done as follows: "GameObject -> Create Other -> UMJ Manager".
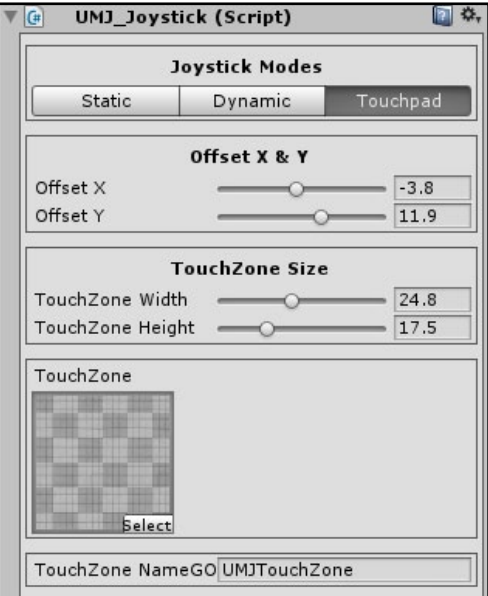
Script **"UMJ_JoysticksManager"** represents manages all joysticks on the scene, of the distribution ID, to track your fingers on the screen and transmit their positions joysticks. After turning **"SETUP_MODE"** to **"ON"**, you can add child objects joysticks, specifying their parameters. Then all changes made in the variables will affect the joystick joystick displayed is the "Hot visual tuning in editor". If the switch is **"Multitouch"** in the **"ON"** position read from the touch screen if it is in **"OFF"**, the coordinates are read from the mouse cursor. By default, the script switches automatically.

Reading these coordinates get the direction of movement (Read ONLY).

JSK_Direction - Coordinates for "Statick & Dynamic" JoystickMode.

JSK_TouchpadAxes - Coordinates for "Tochpad" JoystickMode.

JSK_TouchForce - TouchForce for "Statick & Dynamic" JoystickMode.

Any joystick must be the child of a script which is **"UMJ_JoysticksManager"**. Each joystick should be three child object to display the desired texture.

Contacts

All the source code is made so that it is easy to understand,
feel free to take a look at the scripts
and to modify them to fit your needs.

If you have any questions, comments, suggestions or find errors
in this documentation, do not hesitate to contact me.

Support: ialucard4@gmail.com,
http://forum.unity3d.com/threads/210040-UMJ-Universal-Mobile-Joystick
http://vkdemos.ucoz.org/index/about_and_support/0-7

myAssets: http://bit.ly/VictorKlepikovUnityAssets
mySite: http://vkdemos.ucoz.org
myTwitter: http://twitter.com/VictorKlepikov
myFacebook: http://www.facebook.com/vikle4

Thank you for choosing
Universal Mobile Joystick!

**If you've bought this asset on the Unity Asset Store,
please write a short review
so other users can form an opinion!**

**Again, thanks for your support,
and good luck with your projects!**

Kind Regards, **Victor Klepikov**