

MY SIMPLE JOYSTICK

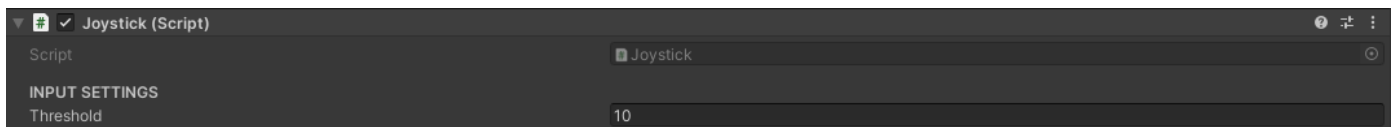
CONTENT

My Simple Joystick is composed by 2 main scripts:

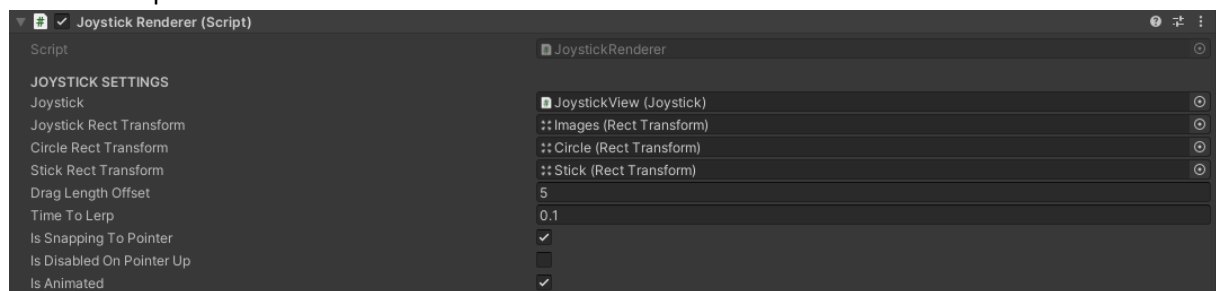
- Joystick.cs
- JoystickRenderer.cs

The joystick script can be used without the UI renderer and handle both touch and mouse control.

The Threshold serialized field allows you to set the minimum drag value for the initialization of the Horizontal and Vertical properties.



The JoystickRenderer script is used to display an UI joystick and allow you to customize different animation options.



- **Drag Length Offset:** Represent the max position value of the central stick when dragged.



Drag Length Offset: 5



Drag Length Offset: 50

- **Time to Lerp:** the time of the scale animation
- **Is Snapping to Point:** if set at true the joystick will snap to the touch or mouse click.
- **Is Disabled on Pointer Up:** if set at true the joystick UI gameObject will be disabled on pointer up or if animation enabled when the animation will be finished.
- **Is Animated:** if set at true the joystick will do a scale up / down animation when pointer up or down.

SET UP

A demo scene is provided with set up example and prefabs, for a quick use you can simply drag and drop the JoystickView prefab in a Canvas and use the Joystick static properties to move your character controller.