

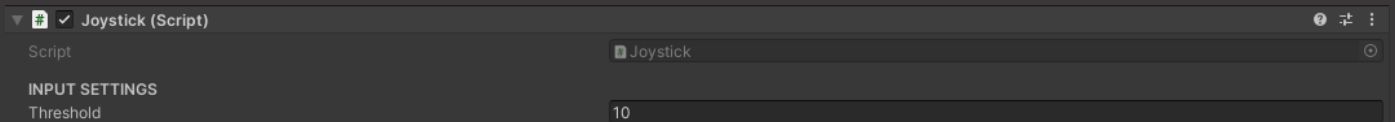
MY SIMPLE JOYSTICK

CONTENT

My Simple Joystick is composed by 2 main scripts:

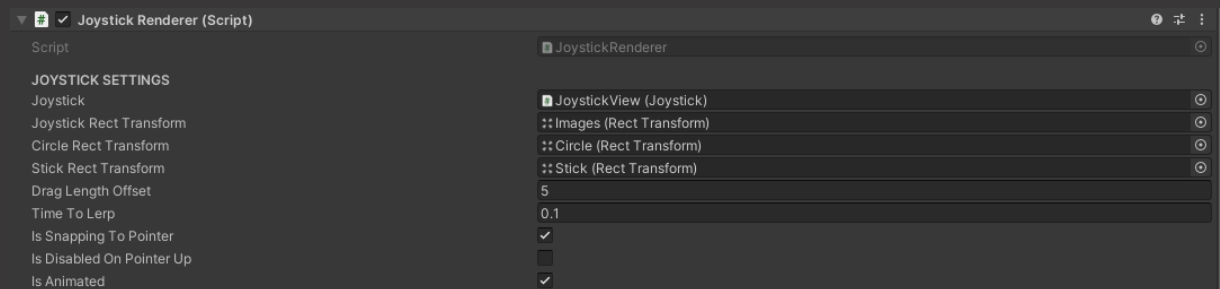
- Joystick.cs
- JoystickRenderer.cs

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



- **Threshold:** The minimum drag value for the initialization of the Horizontal and Vertical properties.

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



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



- **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.