

MY SIMPLE JOYSTICK

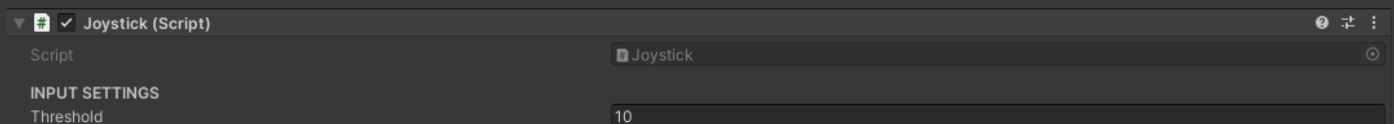
CONTENT

My Simple Joystick is composed by 2 main scripts:

- Joystick.cs
- JoystickRenderer.cs

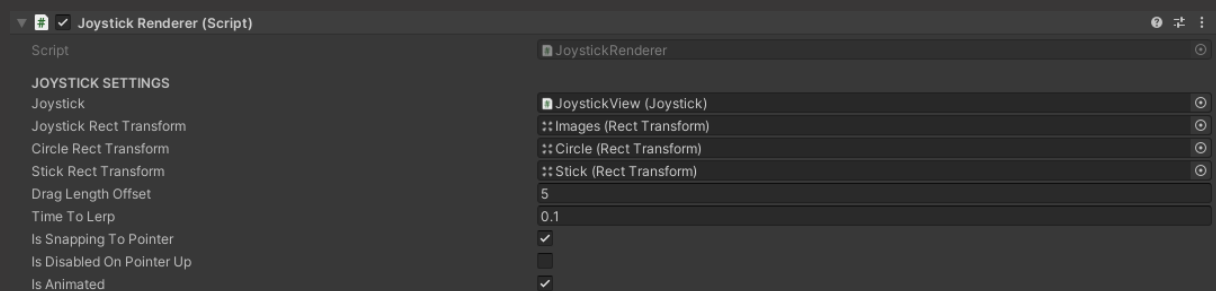
The Joystick script can be used without the UI renderer and handle both touch and mouse control.

⚠ The Joystick script must be attached to a UI Panel composed by an image with Raycast Target set at True. The Rect Transform size will delimit the effective zone of the Joystick.

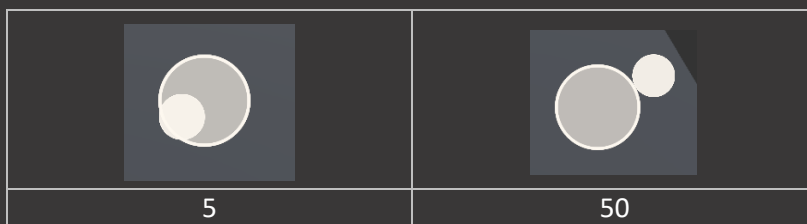


- **Threshold:** The minimum drag value for the initialization of the Horizontal and Vertical properties.

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 compose your script with the Joystick to move your character controller.

An Example of multiple joystick (left / right) is also provided.