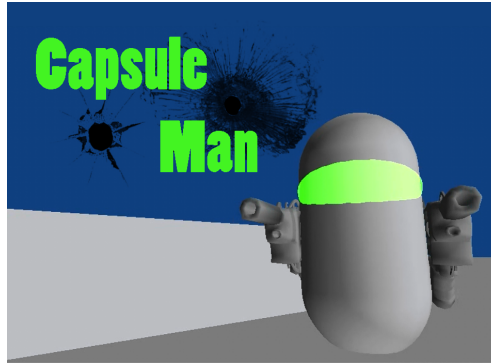


THANK YOU FOR PURCHASING THE ULTIMATE JOYSTICK!

To get you started, we have included the *UltimateJoystick* script in an example scene with a simple character controller on a Capsule character, fondly named *Capsule Man*!



Please note that there is a C# **AND** Javascript version of the *UltimateJoystick*, *UltimateJoystickEditor* and the *CapsuleManController* scripts. We also included C# and Javascript prefabs located in a folder named **Resources**. Both versions work the exact same, so feel free to use which ever programming language you are most comfortable with. Also, please note that we are using our own custom inspector, and these Editor scripts are located in the Ultimate Joystick folder in a folder named "Editor". You **must** leave these scripts in this folder in order for the Editor scripts to work correctly.

HOW TO REFERENCE FROM OTHER SCRIPTS

One of the great things about this script is the easy reference from other scripts. In order to get the information from our *UltimateJoystick*, we need to have a variable to store that particular joystick.

Example C#: `public UltimateJoystick joystick;`
Example Java: `var joystick : UltimateJoystickJAVA;`

Once we have these variables, all we need to do is get our JoystickPosition from that Joystick by storing it into a Vector2 variable at runtime.

Example C#: `Vector2 joystickPos = joystick.JoystickPosition;`
Example Java: `var joystickPos : Vector2 = joystick.JoystickPosition;`

After we have these values, we can apply that to anything we need. Please note that the values returned by the JoystickPosition function will be a value between -1 and 1, with 0 being the exact center. The JoystickPosition function will return an X and Y value for our Vector2.

Not everything is included in this PDF document. In order to keep you up to date with the most helpful information, we have made a section on our website specifically set aside for information about the Ultimate Joystick. On this page is a list of features, tutorials, tips and tricks, and helpful information.

ASSET SUPPORT PAGE

ONLINE README

THESE ASSETS GO GREAT WITH **ULTIMATE JOYSTICK!**

