OneJoystick

OneJoystick is a simple, easy-to-use and highly customizable virtual joystick.

Directory

Features

- Use cases of built-in remote sensing in 2D and 3D scenes.
- Support drag callback settings under Drag, Update, LateUpdate.
- The code is concise: it can be highly customized.
- Support remote sensing arrow follow display.
- A script file contains all functions.

Install

The folder "Assets/ OneJoystick" include all OneJoystick scripts. You can put OneJoystick anywhere in the Assets folder.
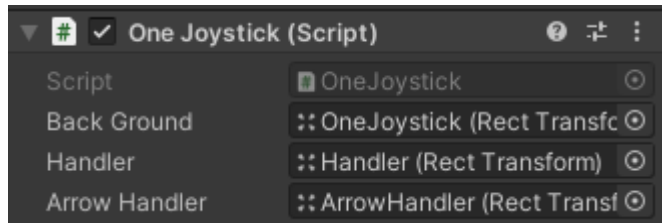
How to use

You will find "OneJoystick.prefab" in folder
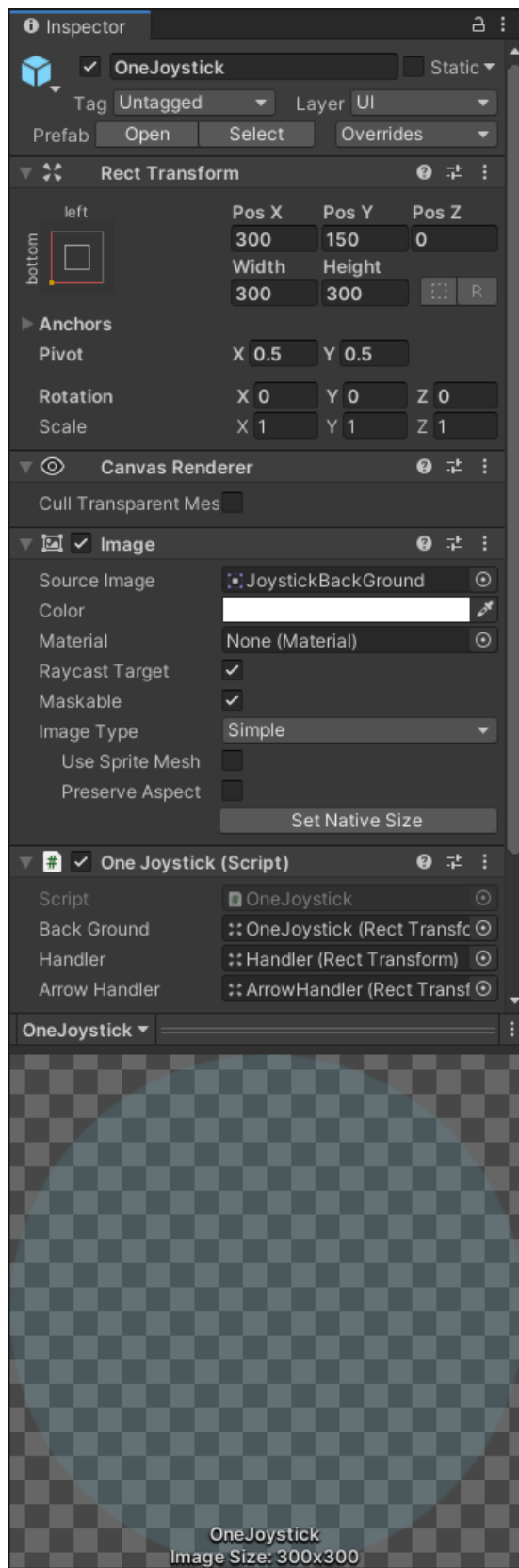"Assets/OneJoystick/Sample/Res/OneJoystick.prefab", just drag this prefab in your project.
Also, you can find "OneJoystick-2D.unity" and "OneJoystick-3D" in folder
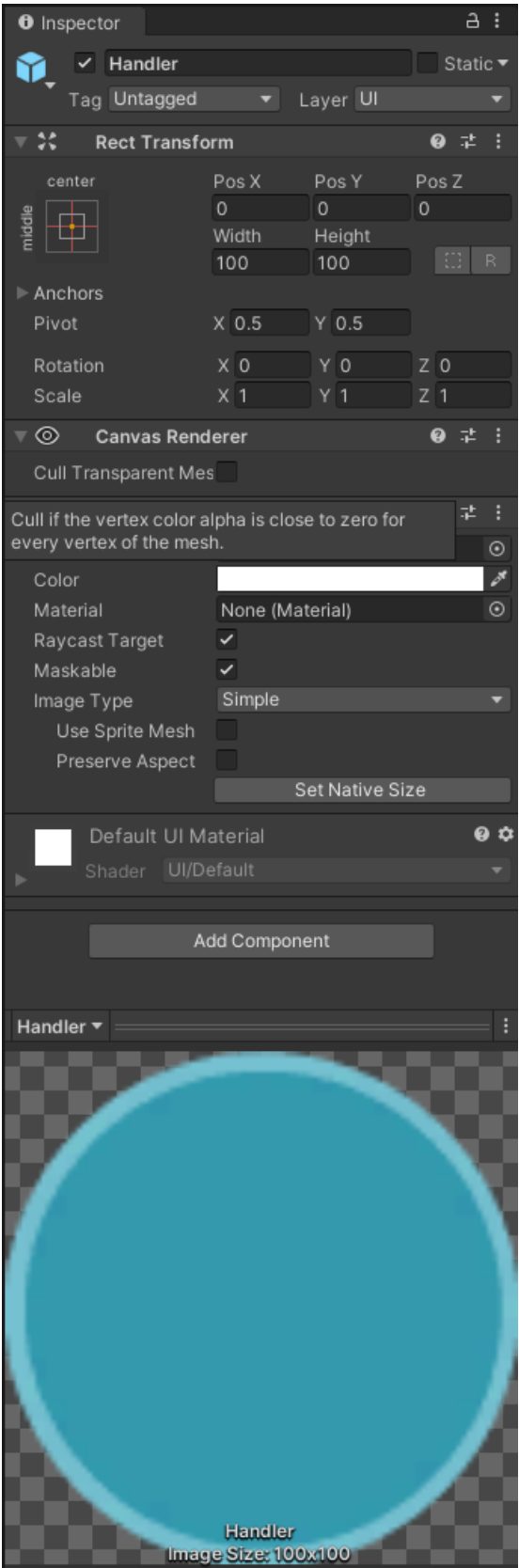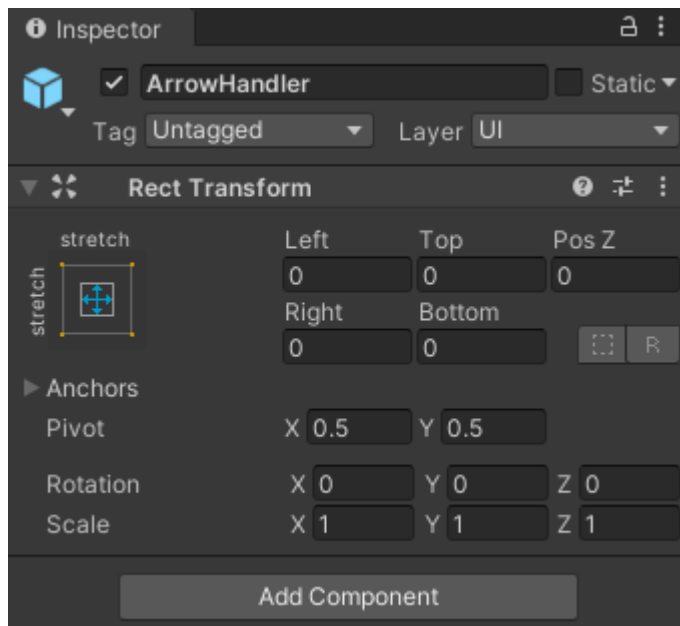"Assets/OneJoystick/Sample/Scene/" to run these two scene.
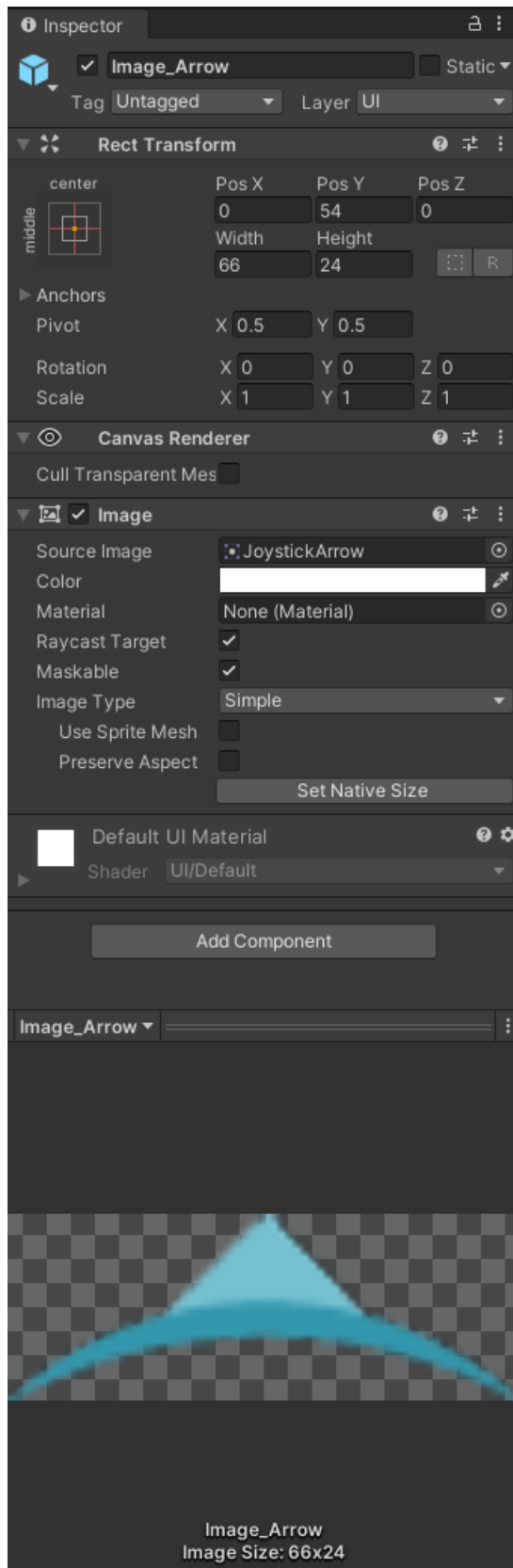
OneJoystick.prefab

OneJoystick

Handler

ArrowHandler

Arrow

Device Simulator

Handler

- OnDownHandler: When the mouse is pressed.
- OnUpHandler: When the mouse is up.
- OnDragHandler: When the mouse is dragged
- OnUpdateHandler: The mouse keeps processing when pressed in Update function.
- OnFixedUpdateHandler: The mouse keeps processing when pressed in FixedUpdate function.
- OnLateUpdateHandler: The mouse keeps processing when pressed in LateUpdate function.

```csharp
/// <summary>
/// OnDownHander
/// </summary>
public Action OnDownHander;
/// <summary>
/// OnDragHandler
/// </summary>
public Action<Vector2> OnDragHandler;
/// <summary>
/// OnUpHandler
/// </summary>
public Action OnUpHandler;
/// <summary>
/// OnUpdateHandler
/// </summary>
public Action<Vector2> OnUpdateHandler;
/// <summary>
/// OnFixedUpdateHandler
/// </summary>
public Action<Vector2> OnFixedUpdateHandler;
/// <summary>
/// OnLateUpdateHandler
/// </summary>
public Action<Vector2> OnLateUpdateHandler;
```

You can control the input events of the joystick by setting different callbacks.

Contact

For more detail you can go to the web: https://github.com/onelei/OneJoystick
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