



# JOYSTICK PACK

**Documentation**

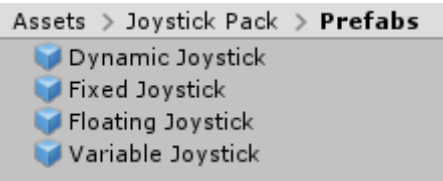
# Overview

## Joysticks

Joystick	Description
Fixed	The fixed joystick stays in a fixed position.
Floating	The floating joystick starts where the user touches and stays fixed until the touch is released.
Dynamic	The dynamic joystick starts where the user touches and then moves with the touch around the screen.
Variable	The variable joystick can switch between these three modes, useful when the user can decide on which joystick to use.

## Adding a Joystick

To add a joystick into your scene go to the prefabs folder **Joystick Pack/Prefabs** pick the joystick you wish to use and drag it into the scene, make sure it is within a canvas as it is a UI element.



## Structure

### Fixed

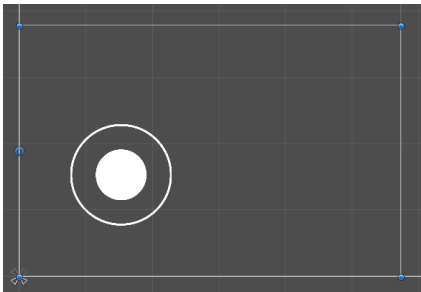
The fixed joystick is made up of a background and handle, to position the joystick place the background where you need it, it can be anchored to any corner or side.

### Floating and Dynamic

The floating and dynamic joysticks have a background and handle like the fixed joystick but they are contained within an empty rect, this defines the area where the joystick can appear.

### Variable

The positioning of the background in the scene is where the joystick will appear if it is in fixed mode.



# Properties

## Joystick Properties

Property	Function
Handle Range	The distance the visual handle can move from the center of the joystick.
Dead Zone	The distance away from the center input has to be before registering.
Axis Options	Which axes the joystick uses. Both, Horizontal or Vertical.
Snap X	Snap the input to whole values along the horizontal axis. (1, 0 or -1)
Snap Y	Snap the input to whole values along the vertical axis. (1, 0 or -1)
Background	The RectTransform component on the background object.
Handle	The RectTransform component on the handle object.

## Dynamic Joystick Properties

Property	Function
Move Threshold	The distance the input must be away from the joystick before it begins to move.

## Variable Joystick Properties

Property	Function
Joystick Mode	The mode that the variable joystick is currently in.

# Functions

## Joystick Functions

Property	Function
Horizontal	Get the current float value horizontal input of a joystick.
Vertical	Get the current float value vertical input of a joystick.
Direction	Get the current direction of the joystick as a Vector2.
HandleRange	Get or Set the handle range.
DeadZone	Get or Set the dead zone.
AxisOptions	Get or Set the axis options.
SnapX	Get or Set the horizontal snapping.
SnapY	Get or Set the vertical snapping.

## Dynamic Joystick Properties

Property	Function
MoveThreshold	Get or Set the Move Threshold

## Variable Joystick Properties

Property	Function
SetMode	Set the current joystick type.