

EasyJoystick

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Contents

1	Class Index	1
1.1	Class List	1
2	Class Documentation	3
2.1	EasyJoystick Class Reference	3
2.1.1	Detailed Description	5
2.1.2	Member Enumeration Documentation	5
2.1.2.1	AxisInfluenced	5
2.1.2.2	Broadcast	5
2.1.2.3	DynamicArea	5
2.1.2.4	InteractionType	6
2.1.2.5	PropertiesInfluenced	6
2.1.3	Member Function Documentation	6
2.1.3.1	JoystickMoveHandler	6
2.1.4	Member Data Documentation	6
2.1.4.1	area	6
2.1.4.2	deadZone	6
2.1.4.3	enable	6
2.1.4.4	enableInertia	6
2.1.4.5	enableSmoothing	6
2.1.4.6	interaction	6
2.1.4.7	inverseXAxis	6
2.1.4.8	inverseYAxis	6
2.1.4.9	joystickPosition	7
2.1.4.10	messageMode	7
2.1.4.11	ReceiverObjectGame	7
2.1.4.12	speed	7
2.1.4.13	useBroadcast	7
2.1.4.14	useFixedUpdate	7
2.1.4.15	xAI	7
2.1.4.16	xAxisCharacterController	7

2.1.4.17	xAxisGravity	7
2.1.4.18	xTI	7
2.1.4.19	yAI	7
2.1.4.20	yAxisCharacterController	7
2.1.4.21	yAxisGravity	8
2.1.4.22	yTI	8
2.1.4.23	zoneRadius	8
2.1.5	Property Documentation	8
2.1.5.1	DynamicJoystick	8
2.1.5.2	Inertia	8
2.1.5.3	JoystickAxis	8
2.1.5.4	JoystickValue	8
2.1.5.5	RestrictArea	8
2.1.5.6	Smoothing	8
2.1.5.7	TouchSize	9
2.1.5.8	XAxisTransform	9
2.1.5.9	YAxisTransform	9
2.1.6	Event Documentation	9
2.1.6.1	On_JoystickMove	9
2.2	MovingJoystick Class Reference	9
2.2.1	Detailed Description	9
2.2.2	Member Data Documentation	9
2.2.2.1	joystickAxis	9
2.2.2.2	joystickName	10
2.2.2.3	joystickValue	10

Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

EasyJoystick	
Release notes:	3
MovingJoystick	
Moving joystick. This is the class passed as parameter to the event On_JoystickMove	9

Chapter 2

Class Documentation

2.1 EasyJoystick Class Reference

Release notes:

Public Types

- enum [PropertiesInfluenced](#) {
Rotate, RotateLocal, Translate, TranslateLocal, Scale }
Properties influenced by the joystick
- enum [AxisInfluenced](#) { **X, Y, Z, XYZ** }
Axis influenced by the joystick
- enum [DynamicArea](#) {
Fullscreen, Left, Right, Top, Bottom, TopLeft, TopRight, BottomLeft, BottomRight }
Dynamic area zone.
- enum [InteractionType](#) { **Direct, Include, EventNotification, DirectAndEvent** }
Interaction type.
- enum [Broadcast](#) { **SendMessage, SendMessageUpwards, BroadcastMessage** }
Broadcast mode for javascript

Public Member Functions

- delegate void [JoystickMoveHandler](#) ([MovingJoystick](#) move)
Joystick move handler.

Public Attributes

- bool [enable](#) = true
Enable or disable the joystick.
- bool [useFixedUpdate](#) = false
Use fixed update.
- float [zoneRadius](#) = 100f
The zone radius size.
- float [deadZone](#) = 20

The dead zone size. While the touch is in this area, the joystick is considered stalled

- [DynamicArea area](#) = `DynamicArea.FullScreen`

When the joystick is dynamic mode, this value indicates the area authorized for display

- `Vector2 joystickPosition` = `new Vector2(135f,135f)`

The joystick position on the screen

- `GameObject ReceiverObjectGame`

The receiver gameobject when you re in broadcast mode for events

- [Broadcast messageMode](#)

The message sending mode fro broadcast

- `bool enableSmoothing` = `false`

The enable smoothing. When smoothing is enabled, resets the joystick slowly in the start position

- `bool enableInertia` = `false`

The enable inertia. Inertia simulates sliding movements (like a hovercraft, for example)

- `Vector2 inertia` = `new Vector2(100,100)`

- `bool showZone` = `true`

- `bool showTouch` = `true`

- `bool showDeadZone` = `true`

- `Texture areaTexture`

- `Texture touchTexture`

- `Texture deadTexture`

- `bool useBroadcast` = `false`

The use broadcast for javascript

- `Vector2 speed`

The speed of each joystick axis

- [InteractionType interaction](#) = `InteractionType.Direct`

The interaction.

- `CharacterController xAxisCharacterController`

The character controller attached to the X axis transform (if exist)

- `float xAxisGravity` = `0`

The gravity.

- [PropertiesInfluenced xTI](#)

The Property influenced by the x axis joystick

- [AxisInfluenced xAI](#)

The axis influenced by the x axis joystick

- `bool inverseXAxis` = `false`

Inverse X axis.

- `CharacterController yAxisCharacterController`

The character controller attached to the X axis transform (if exist)

- `float yAxisGravity` = `0`

The y axis gravity.

- [PropertiesInfluenced yTI](#)

The Property influenced by the y axis joystick

- [AxisInfluenced yAI](#)

The axis influenced by the y axis joystick

- `bool inverseYAxis` = `false`

Inverse Y axis.

- `bool showProperties` = `true`

- `bool showInteraction` = `true`

- `bool showAppearance` = `true`

Properties

- Vector2 [JoystickAxis](#) [get]
Gets the joystick axis value between -1 & 1...
- Vector2 [JoystickValue](#) [get]
*Gets the joystick value = joystic axis value * joystick speed * Time.deltaTime...*
- float [TouchSize](#) [get, set]
Gets or sets the size of the touch.
- bool [DynamicJoystick](#) [get, set]
Gets or sets a value indicating whether this is a dynamic joystick. When this option is enabled, the joystick will display the location of the touch
- bool [RestrictArea](#) [get, set]
Gets or sets a value indicating whether the touch must be in the radius area.
- Vector2 [Smoothing](#) [get, set]
Gets or sets the smoothing values
- Vector2 [Inertia](#) [get, set]
Gets or sets the inertia values
- Transform [XAxisTransform](#) [get, set]
Gets or sets the transform influenced by x axis of the joystick.
- Transform [YAxisTransform](#) [get, set]
Gets or sets the transform influenced by y axis of the joystick.

Events

- static [JoystickMoveHandler On_JoystickMove](#)
Occurs when on_ joystick move.

2.1.1 Detailed Description

Release notes:

V1.0 November 2012

- First release

Easy joystick allow to quickly create a virtual joystick

2.1.2 Member Enumeration Documentation

2.1.2.1 enum [EasyJoystick.AxisInfluenced](#)

Axis influenced by the joystick

2.1.2.2 enum [EasyJoystick.Broadcast](#)

Broadcast mode for javascript

2.1.2.3 enum [EasyJoystick.DynamicArea](#)

Dynamic area zone.

2.1.2.4 enum **EasyJoystick.InteractionType**

Interaction type.

2.1.2.5 enum **EasyJoystick.PropertiesInfluenced**

Properties influenced by the joystick

2.1.3 Member Function Documentation

2.1.3.1 delegate void **EasyJoystick.JoystickMoveHandler** (**MovingJoystick** *move*)

Joystick move handler.

2.1.4 Member Data Documentation

2.1.4.1 **DynamicArea** **EasyJoystick.area** = **DynamicArea.FullScreen**

When the joystick is dynamic mode, this value indicates the area authorized for display

2.1.4.2 **float** **EasyJoystick.deadZone** = 20

The dead zone size. While the touch is in this area, the joystick is considered stalled

2.1.4.3 **bool** **EasyJoystick.enable** = true

Enable or disable the joystick.

2.1.4.4 **bool** **EasyJoystick.enableInertia** = false

The enable inertia. Inertia simulates sliding movements (like a hovercraft, for example)

2.1.4.5 **bool** **EasyJoystick.enableSmoothing** = false

The enable smoothing. When smoothing is enabled, resets the joystick slowly in the start position

2.1.4.6 **InteractionType** **EasyJoystick.interaction** = **InteractionType.Direct**

The interaction.

2.1.4.7 **bool** **EasyJoystick.inverseXAxis** = false

Inverse X axis.

2.1.4.8 **bool** **EasyJoystick.inverseYAxis** = false

Inverse Y axis.

2.1.4.9 Vector2 EasyJoystick.joystickPosition = new Vector2(135f,135f)

The joystick position on the screen

2.1.4.10 Broadcast EasyJoystick.messageMode

The message sending mode fro broadcast

2.1.4.11 GameObject EasyJoystick.ReceiverObjectGame

The receiver gameobject when you re in broadcast mode for events

2.1.4.12 Vector2 EasyJoystick.speed

The speed of each joystick axis

2.1.4.13 bool EasyJoystick.useBroadcast = false

The use broadcast for javascript

2.1.4.14 bool EasyJoystick.useFixedUpdate = false

Use fixed update.

2.1.4.15 AxisInfluenced EasyJoystick.xAI

The axis influenced by the x axis joystick

2.1.4.16 CharacterController EasyJoystick.xAxisCharacterController

The character controller attached to the X axis transform (if exist)

2.1.4.17 float EasyJoystick.xAxisGravity = 0

The gravity.

2.1.4.18 PropertiesInfluenced EasyJoystick.xTI

The Property influenced by the x axis joystick

2.1.4.19 AxisInfluenced EasyJoystick.yAI

The axis influenced by the y axis joystick

2.1.4.20 CharacterController EasyJoystick.yAxisCharacterController

The character controller attached to the X axis transform (if exist)

2.1.4.21 float EasyJoystick.yAxisGravity = 0

The y axis gravity.

2.1.4.22 PropertiesInfluenced EasyJoystick.yTI

The Property influenced by the y axis joystick

2.1.4.23 float EasyJoystick.zoneRadius = 100f

The zone radius size.

2.1.5 Property Documentation

2.1.5.1 bool EasyJoystick.DynamicJoystick [get], [set]

Gets or sets a value indicating whether this is a dynamic joystick. When this option is enabled, the joystick will display the location of the touch

true if dynamic joystick; otherwise, false.

2.1.5.2 Vector2 EasyJoystick.Inertia [get], [set]

Gets or sets the inertia values

The inertia.

2.1.5.3 Vector2 EasyJoystick.JoystickAxis [get]

Gets the joystick axis value between -1 & 1...

The joystick axis.

2.1.5.4 Vector2 EasyJoystick.JoystickValue [get]

Gets the joystick value = joystic axis value * jostick speed * Time.deltaTime...

The joystick value.

2.1.5.5 bool EasyJoystick.RestrictArea [get], [set]

Gets or sets a value indicating whether the touch must be in the radius area.

true if restrict area; otherwise, false.

2.1.5.6 Vector2 EasyJoystick.Smoothing [get], [set]

Gets or sets the smoothing values

The smoothing.

2.1.5.7 float EasyJoystick.TouchSize [get], [set]

Gets or sets the size of the touch.

The size of the touch.

2.1.5.8 Transform EasyJoystick.XAxisTransform [get], [set]

Gets or sets the transform influenced by x axis of the joystick.

The X axis transform.

2.1.5.9 Transform EasyJoystick.YAxisTransform [get], [set]

Gets or sets the transform influenced by y axis of the joystick.

The Y axis transform.

2.1.6 Event Documentation

2.1.6.1 JoystickMoveHandler EasyJoystick.On_JoystickMove [static]

Occurs when on_ joystick move.

The documentation for this class was generated from the following file:

- EasyJoystick.cs

2.2 MovingJoystick Class Reference

Moving joystick. This is the class passed as parameter to the event On_JoystickMove

Public Attributes

- string [joystickName](#)
The name of the joystick.
- Vector2 [joystickAxis](#)
The joystick axis value between -1 & 1 on each axis
- Vector2 [joystickValue](#)
*The joystick value joystickAxis * speed * Time.deltaTime more inertia etc*

2.2.1 Detailed Description

Moving joystick. This is the class passed as parameter to the event On_JoystickMove

2.2.2 Member Data Documentation

2.2.2.1 Vector2 MovingJoystick.joystickAxis

The joystick axis value between -1 & 1 on each axis

2.2.2.2 string MovingJoystick.joystickName

The name of the joystick.

2.2.2.3 Vector2 MovingJoystick.joystickValue

The joystick value $\text{joystickAxis} * \text{speed} * \text{Time.deltaTime}$ more inertia etc

The documentation for this class was generated from the following file:

- MovingJoystick.cs

Index

- area
 - EasyJoystick, 6
- AxisInfluenced
 - EasyJoystick, 5
- Broadcast
 - EasyJoystick, 5
- deadZone
 - EasyJoystick, 6
- DynamicArea
 - EasyJoystick, 5
- DynamicJoystick
 - EasyJoystick, 8
- EasyJoystick, 3
 - area, 6
 - AxisInfluenced, 5
 - Broadcast, 5
 - deadZone, 6
 - DynamicArea, 5
 - DynamicJoystick, 8
 - enable, 6
 - enableInertia, 6
 - enableSmoothing, 6
 - Inertia, 8
 - interaction, 6
 - InteractionType, 5
 - inverseXAxis, 6
 - inverseYAxis, 6
 - JoystickAxis, 8
 - JoystickMoveHandler, 6
 - joystickPosition, 6
 - JoystickValue, 8
 - messageMode, 7
 - On_JoystickMove, 9
 - PropertiesInfluenced, 6
 - ReceiverObjectGame, 7
 - RestrictArea, 8
 - Smoothing, 8
 - speed, 7
 - TouchSize, 8
 - useBroadcast, 7
 - useFixedUpdate, 7
 - xAI, 7
 - xAxisCharacterController, 7
 - xAxisGravity, 7
 - XAxisTransform, 9
 - xTI, 7
 - yAI, 7
 - yAxisCharacterController, 7
 - yAxisGravity, 7
 - YAxisTransform, 9
 - yTI, 8
 - zoneRadius, 8
- enable
 - EasyJoystick, 6
- enableInertia
 - EasyJoystick, 6
- enableSmoothing
 - EasyJoystick, 6
- Inertia
 - EasyJoystick, 8
- interaction
 - EasyJoystick, 6
- InteractionType
 - EasyJoystick, 5
- inverseXAxis
 - EasyJoystick, 6
- inverseYAxis
 - EasyJoystick, 6
- JoystickAxis
 - EasyJoystick, 8
- joystickAxis
 - MovingJoystick, 9
- JoystickMoveHandler
 - EasyJoystick, 6
- joystickName
 - MovingJoystick, 9
- joystickPosition
 - EasyJoystick, 6
- JoystickValue
 - EasyJoystick, 8
- joystickValue
 - MovingJoystick, 10
- messageMode
 - EasyJoystick, 7
- MovingJoystick, 9
 - joystickAxis, 9
 - joystickName, 9
 - joystickValue, 10
- On_JoystickMove
 - EasyJoystick, 9
- PropertiesInfluenced
 - EasyJoystick, 6

ReceiverObjectGame

EasyJoystick, [7](#)

RestrictArea

EasyJoystick, [8](#)

Smoothing

EasyJoystick, [8](#)

speed

EasyJoystick, [7](#)

TouchSize

EasyJoystick, [8](#)

useBroadcast

EasyJoystick, [7](#)

useFixedUpdate

EasyJoystick, [7](#)

xAI

EasyJoystick, [7](#)

xAxisCharacterController

EasyJoystick, [7](#)

xAxisGravity

EasyJoystick, [7](#)

XAxisTransform

EasyJoystick, [9](#)

xTI

EasyJoystick, [7](#)

yAI

EasyJoystick, [7](#)

yAxisCharacterController

EasyJoystick, [7](#)

yAxisGravity

EasyJoystick, [7](#)

YAxisTransform

EasyJoystick, [9](#)

yTI

EasyJoystick, [8](#)

zoneRadius

EasyJoystick, [8](#)