Version 1.5   **Created by Victor Klepikov**

Thanks for your purchase!
Your support is greatly appreciated!

Introduction

Project **Universal Mobile Joystick** is designed for all Unity users, who ever wanted to create a mobile games. The aim of this project is to provide you with ready-to-use components for control character by touch screen.

Included features are:

✔ All project files, for free or commercial use (re-selling prohibited).

✔ This project can be easily integrated in any game.

✔ Easy and fast virtually setup any mobile project.

✔ Hot visual tuning in editor.

✔ Several modes of joystick operations.

✔ Full Multitouch Support.

✔ Unlimited number of joysticks on display.

✔ Bonus: Touch button.

✔ Support all mobile devices.

✔ Can respond to mouse.

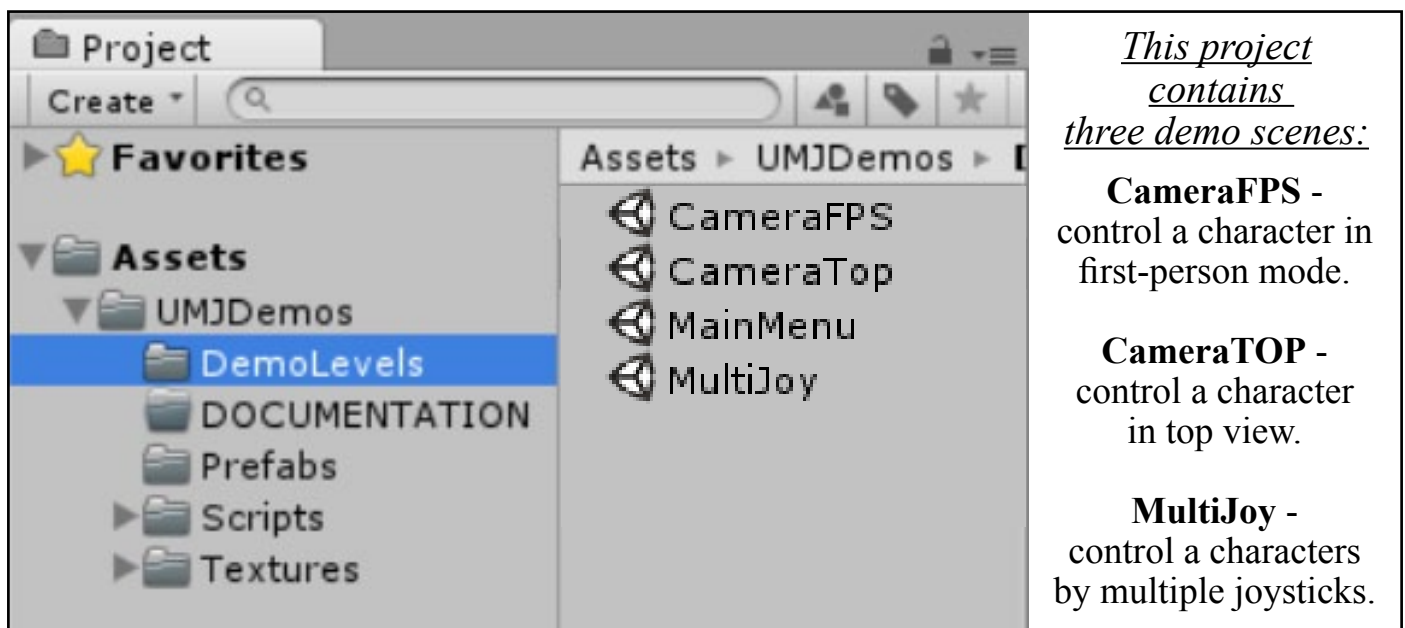✔ Intuitive and easy to modify the source code for any of your needs.

These features should cover the most requirements for a mobile games. However, please note that a this project can't suit all game cases. You likely want to modify it to fit your needs and implement your own unique game and user interface mechanics. In the following chapters, this manual explains all components involved in this kit, so you can see where you might want to start.

Joystick Setup

WARNING: If you are new to Unity, please take a quick break and get dirty with its main functionalities first, because this documentation will assume you have some basic knowledge regarding the interface and its editor tools.

Import this unitypackage into an empty project.

Once the import has finished, you'll see all project files listed in the Project panel.

This project contains three demo scenes:

CameraFPS - control a character in first-person mode.

CameraTOP - control a character in top view.

**MultiJoy -** control a characters by multiple joysticks.

These scenes show how the joystick (and a button that is included) can easily interact with any objects in the scene. All you have to do is read the incoming data.

So, you probably have already seen how it works and you already want to understand the principles of operation, as well as set up all by your project. Well, let's start, the following pages are devoted to this.
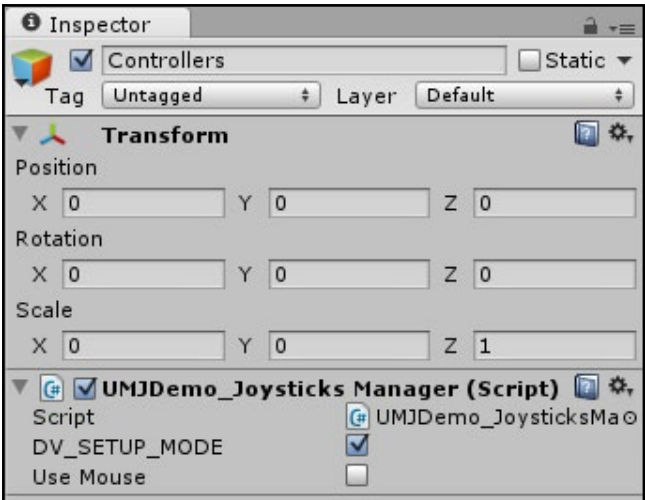
Script "UMJDemo_JoysticksManager" represents manages all joysticks on the scene, of the distribution ID, to track your fingers on the screen and transmit their positions joysticks. If the variable "DV_SETUP_MODE" is TRUE, then all changes made in the variables will affect the joystick joystick displayed is the "Hot visual tuning in editor".
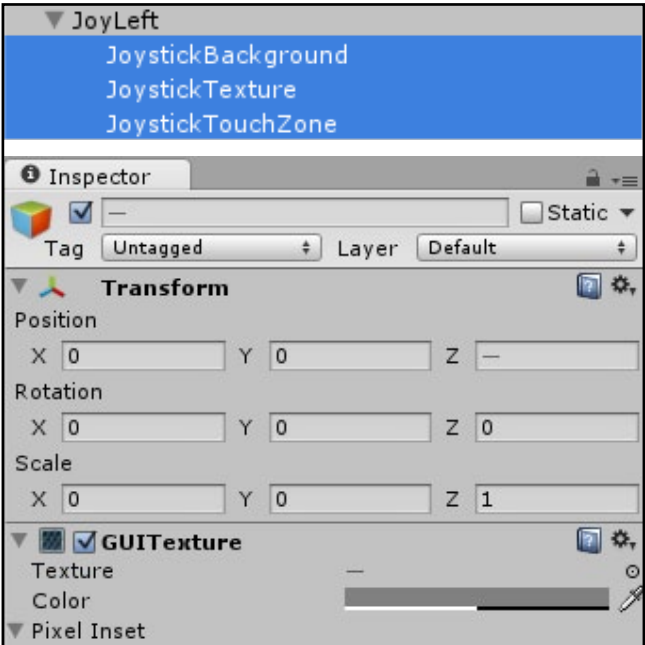
Simply add the component "GUITexture" to all child objects joystick, and then using the retaining "Transform / Position / Z" set the priority of their display.
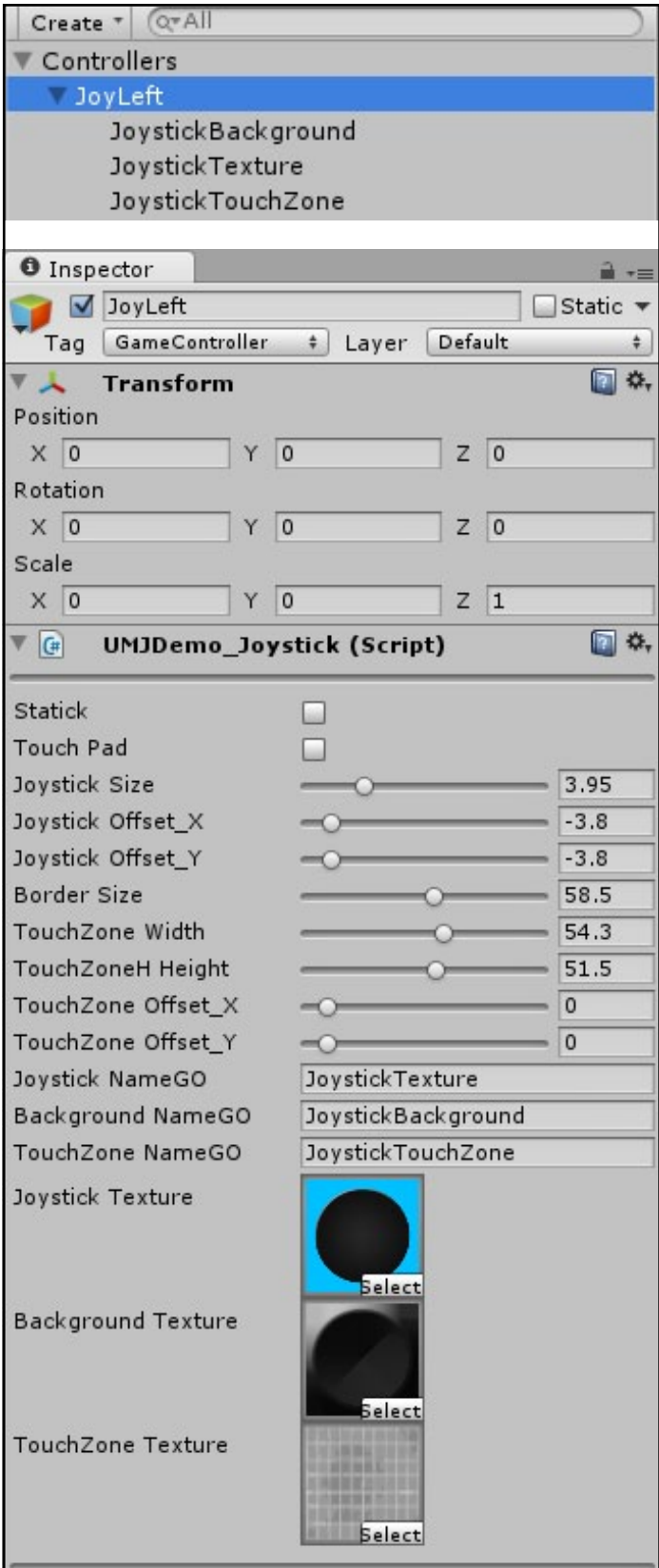
Any joystick must be the child of a script which is "UMJDemo_JoysticksManager". Each joystick should be three child object to display the desired texture. On kazhdob joystick must be set tag "GameController."
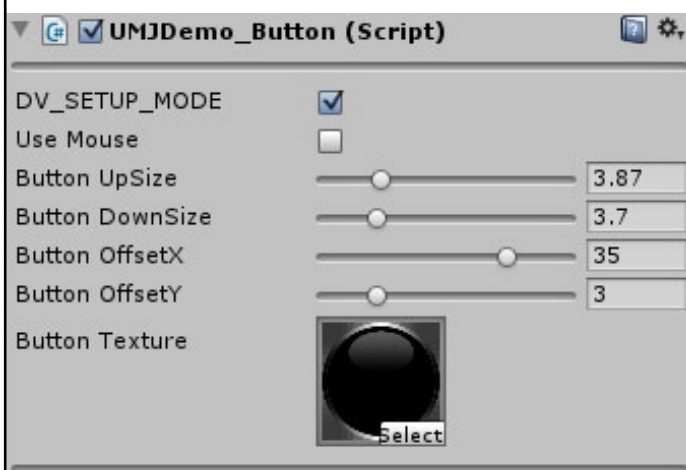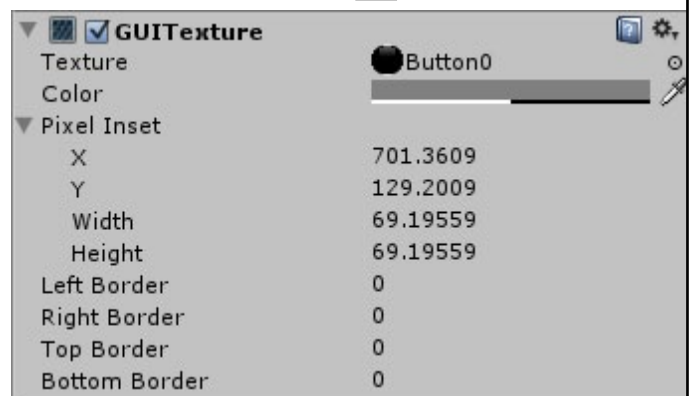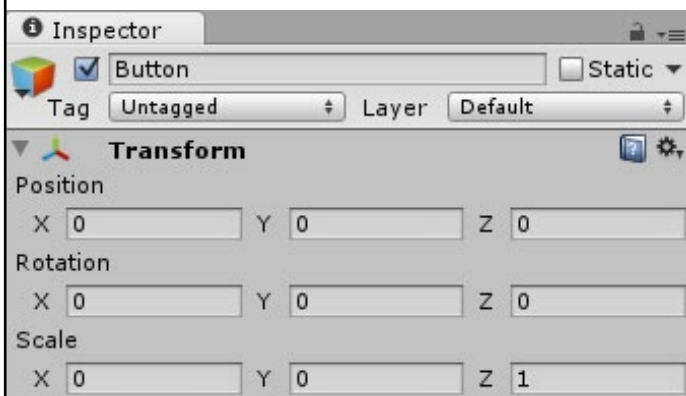
Let us examine these variables:

"Joystick Size" – Needed for the calculation of PixelInset (Width, Height) on GUITexture.

"Border Size" – Needed for the calculation of limiting movement of the Joystick GUITexture relative to its Default Position.

"All Offsets (X,Y)" – Needed for the calculation of PixelInset (X, Y) on GUITextures.

"Touch Zone (Width, Height)" – Needed for the calculation of Width & Height Touch Zone Size.

Button Setup

Variable "DV_SETUP_MODE", similar to that of joysticks, only here it is set for each button separately. Button monitors only two states is "Pressed" and "Clicked."

Right joystick is recommended to put in "Touch Pad" mode.

Let us examine these variables:

"Button Up Size" – Needed for the calculation of PixelInset (Width, Height) on GUITexture, when the button is not pressed.

"Button Up Size" – Needed for the calculation of PixelInset (Width, Height) on GUITexture, when the button is pressed.

Contacts

All the source code is made so that it is easy to understand,
feel free to take a look at the scripts
and to modify them to fit your needs.

If you have any questions, comments, suggestions or find errors
in this documentation, do not hesitate to contact me.

Support: ialucard4@gmail.com,
http://forum.unity3d.com/threads/210040-UMJ-Universal-Mobile-Joystick

MyAssets: http://goo.gl/8ncIsT
MyTwitter: http://twitter.com/VictorKlepikov
MyFacebook: http://www.facebook.com/vikle4

Thank you for buying
Universal Mobile Joystick!

**If you've bought this asset on the Unity Asset Store,
please write a short review
so other users can form an opinion!**

**Again, thanks for your support, and good luck
with your projects!**

Kind Regards, **Victor Klepikov**