



# JOYSTICK PACK

3 Joysticks, UI Designs and Player Examples

## DOCUMENTATION

# OVERVIEW

The joystick pack is a simple to use, easy to implement way of adding virtual joysticks to your games. It is designed for use with mobile devices but also works with a mouse for easy testing and debugging in the editor.

The pack contains:

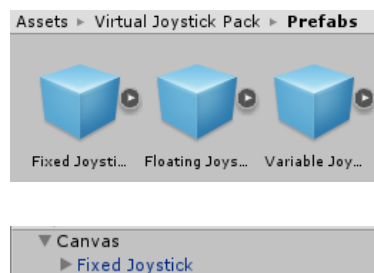
- 3 different joysticks (Fixed, Floating and Variable)
- 18 background sprites
- 6 handle sprites
- Demo scene and scripts

# ADDING A JOYSTICK

- The joystick is a UI element, meaning it will need to be placed on a canvas.

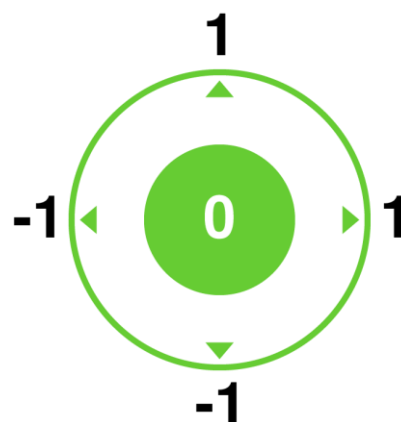
**GameObject>UI>Canvas.** **NOTE:** When setting up the canvas it is recommended to use **Scale with Screen Size**.

- The joysticks are already setup as there own prefabs. They are located in the **Joystick Pack>Prefabs** folder.
- Drag the joystick you wish to use into the hierarchy making sure it is a child of the Canvas.



## USING THE JOYSTICKS

- The joysticks have three usable output.
- **Joystick.Horizontal** and **Joystick.Vertical** are each axis separately, both return a value between -1 and 1.
- **Joystick.Direction** returns a Vector2 combining the horizontal and vertical axis to give the overall direction the joystick is in.

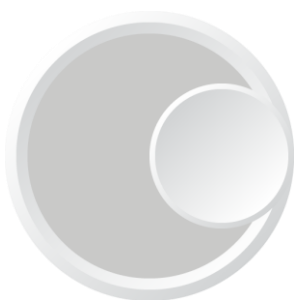


# JOYSTICK OPTIONS

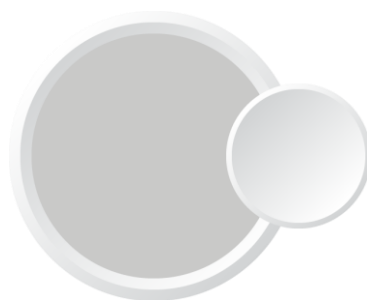
## GENERAL

### Handle Limit

The handle limit is the amount the handle can move away from the centre. A value of 0 will result in no movement. A value of 1 will result in the centre of the handle being on the edge of the background.



Handle Limit  0.5






Handle Limit  1

### Joystick Mode **\*NEW\***

Joystick mode has three settings: All axis, Horizontal and Vertical. All axis allows the joystick to move both horizontally and vertically. Horizontal will limit the joystick to the horizontal axis, the handle will not move vertically and the vertical output will always be 0. Similarly, the vertical mode clamps the horizontal axis and horizontal output will always be 0.

### Components

There are two components, both RectTransforms that relate to the Joystick and Handle transforms. Using the prefabs, this will be set up automatically so will not need to be changed manually.

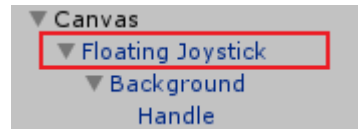
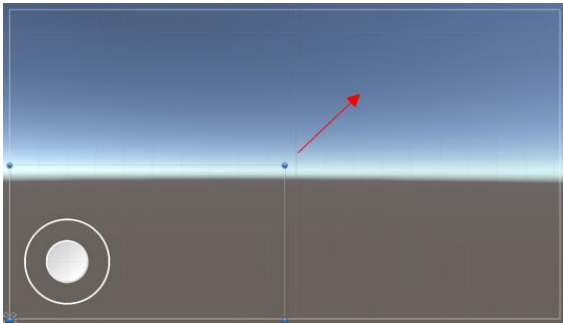
Components	
Background	 Fixed Joystick (Rect Tran) 
Handle	 Handle (Rect Transform) 

## FLOATING JOYSTICK

### Handle Area

The handle area is the area which the user can press to use the joystick, this is useful when using multiple joysticks so joysticks aren't overlapping.

To edit the handle area, change the size of the joystick. This is also the same for the variable joystick as it has floating joystick functionality.



## VARIABLE JOYSTICK

The variable joystick has some extra options than the other joysticks used for switching between modes.

### Is Fixed

The IsFixed variable controls whether the variable joystick behaves like a fixed joystick or a floating joystick. When IsFixed is true the joystick is fixed, when false it is floating.

You can change this in game using the ChangeFixed method which has a bool as a parameter which correlates with the IsFixed variable.

ChangeFixed(**bool** joystickFixed)

### Fixed Screen Position

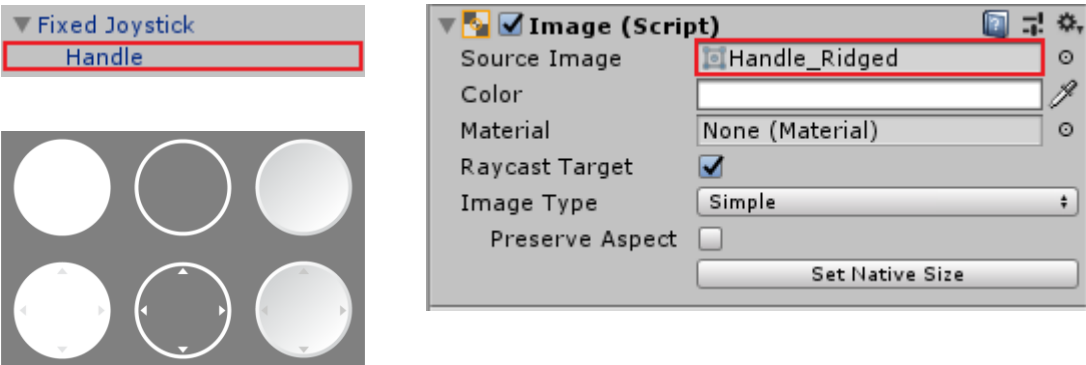
The FixedScreenPosition variable controls the position of the joystick when IsFixed is set to true. The position is relative to the anchor of the joystick so if the joystick is anchored differently the joystick will be in a different position.

# CUSTOMIZATION

The pack comes with 18 background sprites and 6 handle sprites or you can use your own.

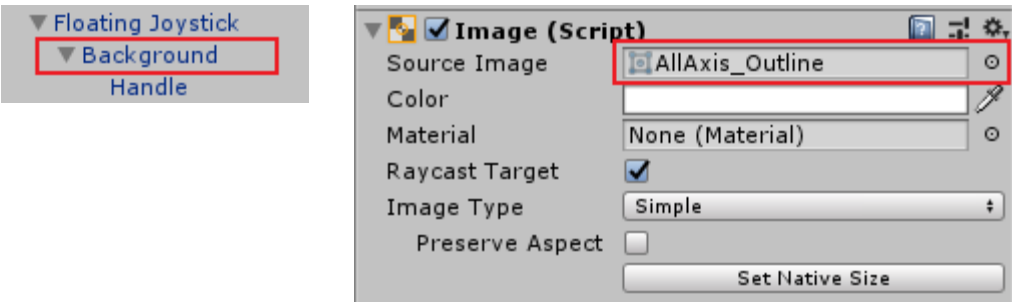
## Handle

To change the handle sprite assign a different sprite to the image component on the handle GameObject this is the same for all joysticks.

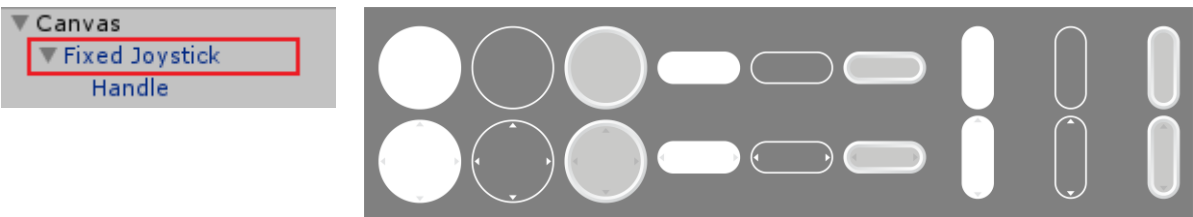


## Background

To change the background of a floating or variable joystick simply change the sprite on the background GameObject's image.



For a fixed joystick change the sprite of the image located on the main GameObject.



## Colors

All the sprites that come with the pack are grayscale, this means the color of the image component can be changed to tint the sprites to whatever color you want.

