Screen Joystick Behavior

Descripción

Files: CGFScreenJoystickBehavior.cs

Path: "CGF/Systems/Inputs"

Description

Behavior to handle a joystick like input on screen.

Reference

- **Direction Joystick Rect Transform** – Pending documentation.
- **Horizontal Axis** – Pending documentation.
- **Initial Joystick Rect Transform** – Pending documentation.
- **Joystick** – Manages joystick input settings. See Common Features / Joystick.
- **Mode** – Pending documentation.
  - **Distance** – Copy creation according to the distance between the original GameObject or the last copy and the copy to create.
  - **Time** – Creation of copies according to the elapsed time between the appearance of the original GameObject or the last copy and the copy to create.
- **Show UI** – Pending documentation.
- **Vertical Axis** – Pending documentation.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.