

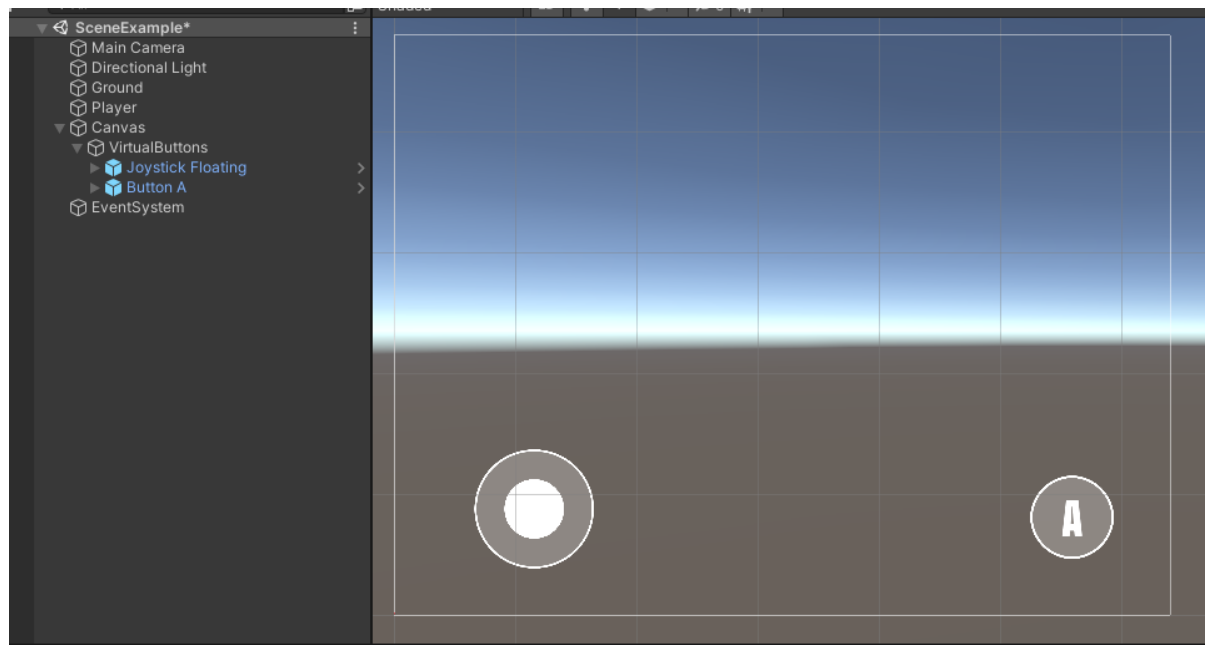
Overview

Prefab	Description
Joysticks	
Fixed	The fixed joystick is triggered by tapping and dragging the center of the controller.
Floating	The joystick is triggered when dragging any bounded area.
DPads	
DPad	Simulates a directional pad to start moving at the moment of touch without having to drag.
DPadX	A variation of the DPad for horizontal moves.
DPadY	A variation of the DPad for vertical moves.
Buttons	
Button	Generic button template that can be used to create various other buttons.

Note: All the steps below assume that the project is using the new input system and has a control schema configured for GamePad.

Prefabs

The Prefabs can be found in /VirtualButtonsForUnity/Prefabs and need to be applied to a canvas in the scene.

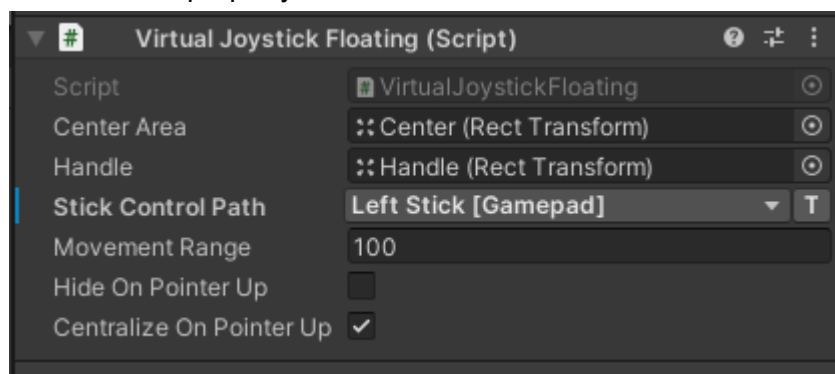


Joysticks

Fixed and **Floating** joysticks have the same properties, additionally the Floating joystick has the properties "Centralize OnPointerUp" and "Hide OnPointerUp".

The **Joystick Fixed** stays in a fixed position, being necessary to touch and drag the central circle to start the movement. The **Floating Joystick** responds to any touch in the main area without having to hit its center.

When adding the Joystick, you must choose the GamePad Stick that will be represented by it in the "Stick Control Path" property:

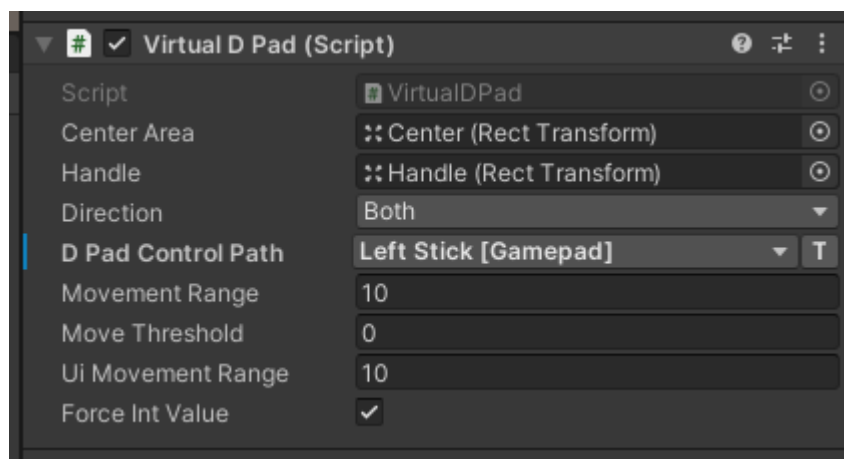


DPad

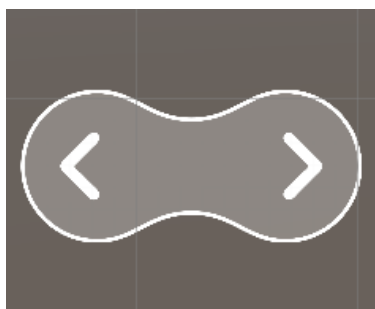
Directional button that is activated by clicking on any position around the center and responds to being dragged from one direction to another.

When adding the Joystick, you must choose the GamePad Stick that will be represented by it in the "DPad Control Path" property:

Warning: You need to select the Stick Left or Right on Gamepad, the DPad type will not work.



DPadX and **DPadY** are a version of the standard directional pad using horizontal and vertical direction respectively.

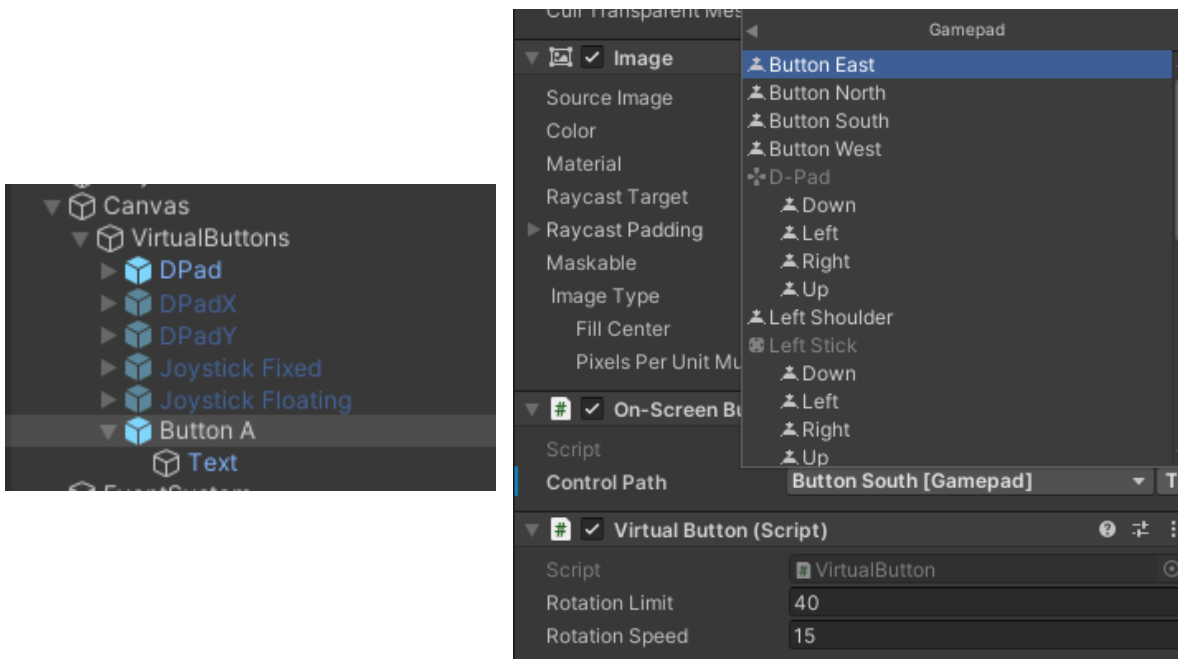


If you choose not to use a Prefab and change the "direction" property on the DPad, you will need to change the image displayed in the interface on the handle object:

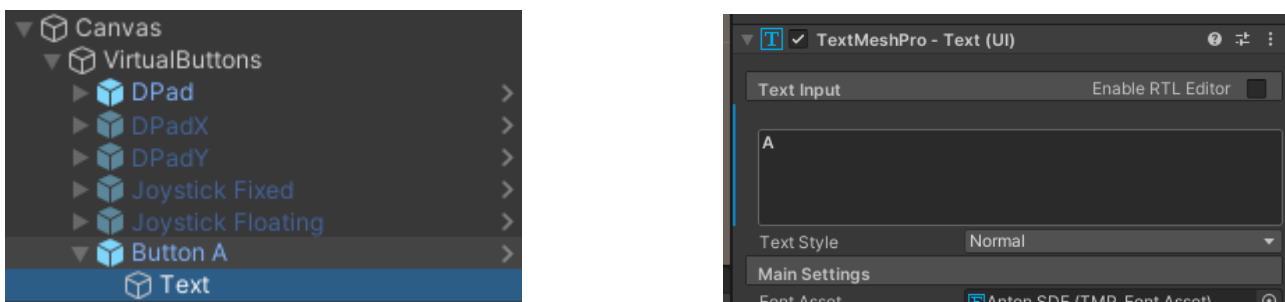


Button

When adding a button, you need to inform which button will be triggered by it in the "Control Path" property of the "On-Screen Button" component:



Then you must change the letter that will be displayed in the interface in the "Text" object:



Properties

Joystick(Fixed)

Prop	Description
Center Area	RectTransform from the center point of the joystick.
Handle	RectTransform of the object to be dragged
Movement Range	Range to the "On-Screen Stick" component.
Stick Control Path	Control path to the "On-Screen Stick" component.

Floating Joystick

Prop	Description
All props from Fixed Joystick	
Hide OnPointerUp	When enabled, the joystick is kept hidden until the screen is touched and hidden again when releasing the touch.
Centralize OnPointerUp	Joystick is re-centered in the initial position on release.

DPad

Prop	Description
Center Area	RectTransform from the center point of the joystick.
Handle	RectTransform of the object to be dragged
Movement Range	Range to the "On-Screen Stick" component.
DPad Control Path	Control path to the "On-Screen Stick" component. Warning: You need to select the Stick Left or Right on Gamepad, the DPad type will not work.
Direction	The direction that will be controlled Horizontal, Vertical or Both.
UI Movement Range	DPad movement to display a visual response.
Move Threshold	The minimum position in relation to the center for the movement to be executed.
Force Int Value	Forces performed moves to return -1, 0 or 1

Button

Prop	Description
Rotation Limit	Rotation limit when pressed.
Rotation Speed	Rotation speed when pressed.