



## Downloadable package: Mobile joystick

Thanks for downloading the "Mobile joystick" package for Adventure Creator. This package contains an on-screen joystick that can be used to control the Player and Camera together on a mobile device.

This joystick supports both **Direct** and **First Person** movement, as well as the control of the **GameCamera Third Person** camera type.

To install, import this package and navigate to the **AdventureCreator -> Downloads -> Mobile joystick** folder in the Project window. Select the **Template\_MobileJoystick** asset file and click **Apply** in its Inspector to update your game.

As part of the installation, a **JoystickUI** prefab will be created in a specified folder. This can be configured to suit your needs. The **Touch boundary** determines the portion of the screen that can be touched to control that joystick. The **Centre** field is optional, and can be removed.

Set the **# of buttons** field to match the desired number of extra buttons that simulate additional inputs. A default "Jump" button is provided as an example. For each button, fill in its details in the Inspector.