



Introduction	2
First Steps	3
Button	4
Joystick	4
Touchpad	5
Dpad <small>[only Pro]</small>	5
Steering Wheel <small>[only Pro]</small>	5
Axes, Events <small>[only Pro]</small> , Tilt <small>[only Pro]</small>	6
API	7
Contacts	8

Introduction

Designed for all Unity users, who ever wanted to create a mobile games. Allows you to quickly and easily develop actions based on a touchscreen, button, joystick(static & dynamic), touchpad, dpad, steering wheel.

Included features are:

- ✓ All asset files, for free or commercial use (re-selling prohibited).
- ✓ Designed for Unity UI.
- ✓ Button, Joystick, Touchpad, DPad*, Steering Wheel*, Tilt* included.
- ✓ Easy and flexible API.
- ✓ Fast prefab creation.
- ✓ Smart visual tuning.
- ✓ Quickly and easily setup for your game.
- ✓ Advanced anchoring system.
- ✓ Smart «only outdated» update system.
- ✓ Multitouch for all mobile devices.
- ✓ 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.

* Only «Touch Controls Kit» Pro edition

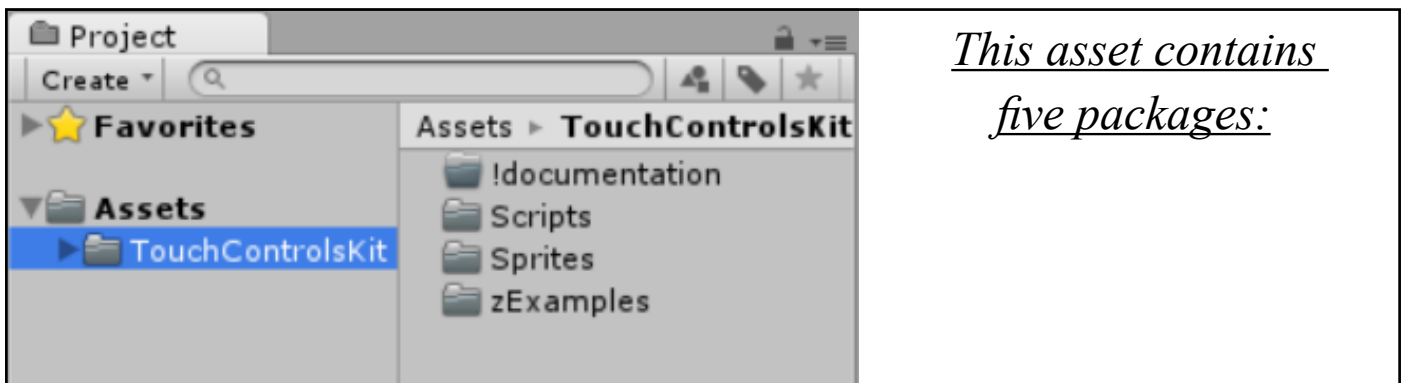
First Steps

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.

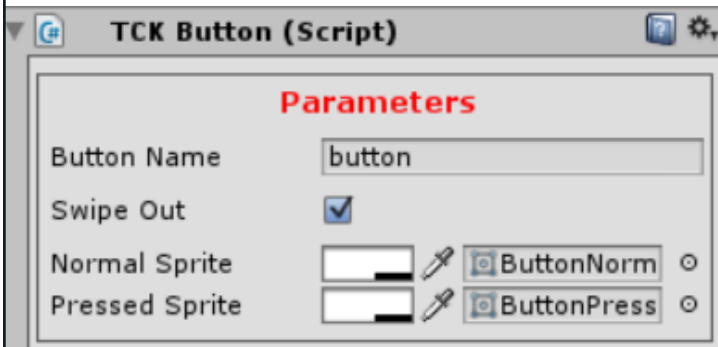


1. Package “**tck_Base**” contains basic code of the asset and should be unpacked first.
2. Next step is unpack one of three “**tck_GuiTexture**”, “**tck_SpriteRenderer**”, “**tck_Uguibeta21**” packages.
3. Folder “**zExamples**” contains game examples demonstrate controllers work, it optional package intended for acquaintance with API functions.

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.

Button

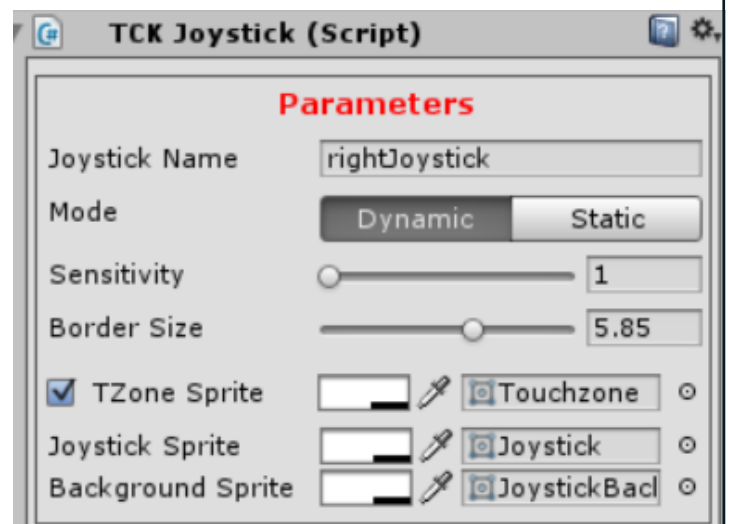
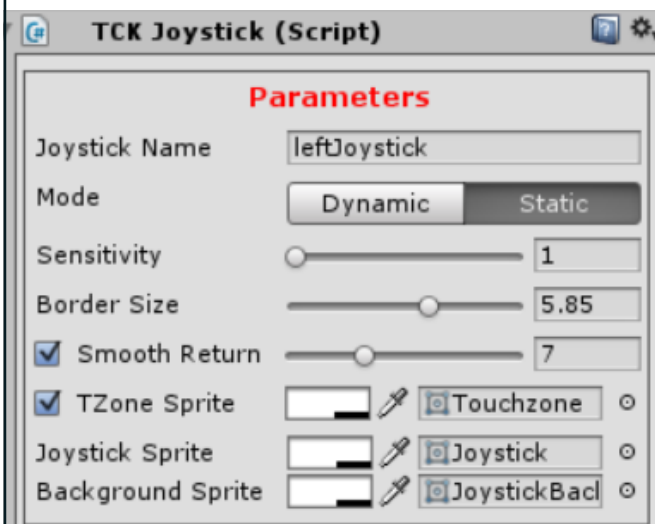
GameObject->UI->TouchControlsKit->Button



“**Swipe Out**” - if true, the button is pressed, even when the finger goes beyond its borders.

Joystick

GameObject->UI->TouchControlsKit->Joystick



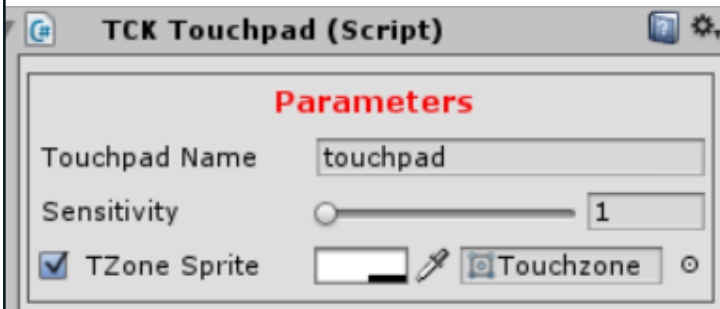
“**Border Size**” - used for sets maximum joystick distance from background position.

“**Smooth Return**” - allows the static joystick slowly return to start position.

“**TZone**”(toggle, color, sprite) - Show/Hide controller touch zone.

Touchpad

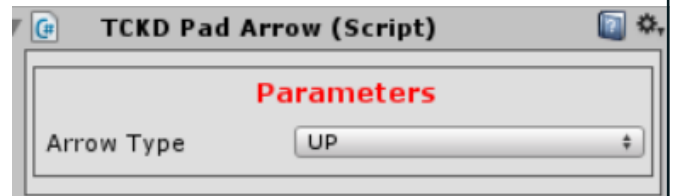
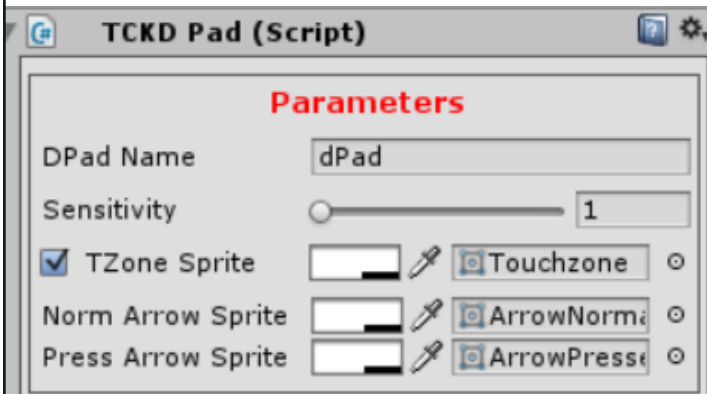
GameObject->UI->TouchControlsKit->Touchpad



Touchpad is good to use where you need to emulate a mouse, for example at first person camera.

DPad [only Pro]

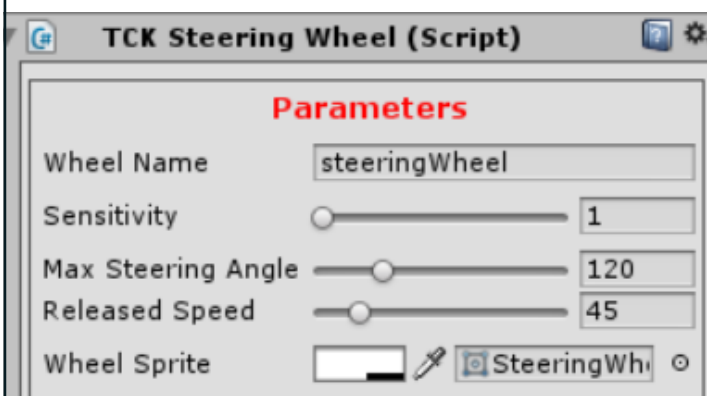
GameObject->UI->TouchControlsKit->DPad



“Norm/Press Arrow Sprite`s” - sets sprites and colors for all arrows, for pressed and normal state.

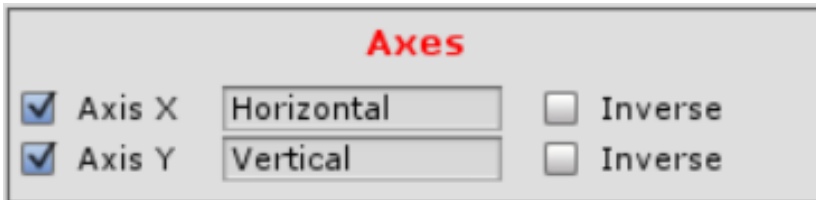
Steering Wheel [only Pro]

GameObject->UI->TouchControlsKit->SteeringWheel



A steering wheel (also called a driving wheel or a hand wheel) is a type of steering control in vehicles and vessels (ships and boats) at touch screen.

Axes



Axes are used for getting the current coordinates of the controller (does not using in button). Any axis can be enabled or disabled, and you can sets

the specific name for any axis , note the names of the two axes must be different.

Events

[only Pro]

Events allow broadcasting data(float axisX, float axisY) or call another avent to one or more receivers. Based on UnityEngine.Events.UnityEvent.

[Read more here...](#)



Tilt [only Pro]



Tilt API:

Tilt.forwardAxis;
Tilt.sidewaysAxis;

API

namespace TouchControlsKit

Class TCKInput

Function	Description
void SetActive (bool value)	Activates/Deactivates all controllers in scene.
Instance { get; }	Allows to control tckInput from code.
static float GetAxis (string controllerName, string axisName)	Returns the value of the joystick axis identified by controllerName & axisName.
static bool GetAxisEnable (string controllerName, string axisName)	Returns the value of the joystick or touchpad axis Enable identified by controllerName & axisName.
static void SetAxisEnable (string controllerName, string axisName, bool value)	Sets the value of the joystick or touchpad axis Enable identified by controllerName & axisName.
static bool GetAxisInverse (string controllerName, string axisName)	Returns the value of the joystick or touchpad axis Inverse identified by controllerName & axisName.
static void SetAxisInverse (string controllerName, string axisName, bool value)	Sets the value of the joystick or touchpad axis Inverse identified by controllerName & axisName.
static float GetSensitivity (string controllerName)	Returns the value of the joystick Sensitivity identified by controllerName.
static void SetSensitivity (string controllerName, string float value)	Sets the Sensitivity value identified by controllerName.
static bool GetButtonDown (string buttonName)	Returns true during the frame the user pressed down the touch button identified by buttonName.
static bool GetButton (string buttonName)	Returns whether the given touch button is held down identified by buttonName.
static bool GetButtonUp (string buttonName)	Returns true during the frame the user releases the given touch button identified by buttonName.
static void ShowingTouchZone (bool value)	Showing/Hiding touch zone for all controllers in scene.

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:

<http://bit.ly/vk-Support> | <http://forum.unity3d.com/threads/210040/>

myAssets: <http://u3d.as/5Fb>

mySite: <http://vkdemos.ucoz.org>

myTwitter: <http://twitter.com/VictorKlepikov>

**Thank you for choosing
Touch Controls Kit!**

**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!**

kindest regards, Victor Klepikov