



EUI - Easy UI Input

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Tamerlan Shakirov

Infinite Dawn

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Contents

1. Introduction	3
2. Input Action	3
2.1 Actions	3
3. Input Handler	4
3.1 Axis Handler	4
3.2 Button Handler	4
4. Create Joystick	4
5. Create Button	4
6. Code Reference	4

1. Introduction

Easy UI Input is a very powerful and easy-to-use system with which you can track different types of clicking on UI elements. You can create unique games, programs, you can easily add mobile controls to your game, you can bind a lot of different events to one button.

Easy UI Input work with all assets from the Asset Store and supports majority platforms Windows, MacOS, Linux, Mobile, Consoles!

2. Input Action

With Easy UI Input you can get different actions of the UI elements.

2.1 Actions

Axis - Returns the float value of the virtual axis identified by axisName. The value will be in the range -1...1 for joystick input.

Axis Raw - Returns the int value of the virtual axis identified by axisName with no smoothing filtering applied. The value will be in the range -1...1 for joystick input. Since input is not smoothed, input will always be either -1, 0 or 1. This is useful if you want to do all smoothing of keyboard input processing yourself.

Drag - Return the bool value, True while UI element dragging and False while not dragging

Press - Return bool value, True if pressed on UI element and False if not

Held - Return bool value, True while pressed on UI element and False if you not pressed

Released - Return bool value, True if released from UI element and other time return False

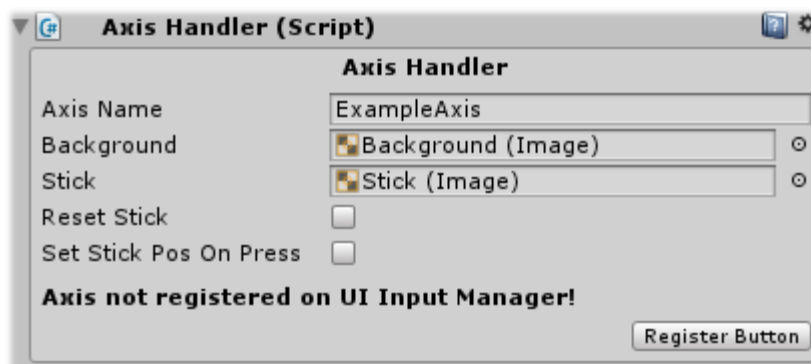
Double Click - Return bool value, True if click on UI element twice you can set-up second click interval, other time return False

Long Press - Return bool value, True if you pressed long time, you can set-up press time, other time return False

3. Input Handler

3.1 Axis Handler

Axis Handler is a component that allows you to read information such as Axis, Axis Raw and Draw, from any UI object to which it is added.



Axis Name - The name of this axis, by this name you will refer to this axis to get the necessary data.

Background - Background of the joystick

Stick - Stick Image

Reset Stick - If True, it will return the stick to the default position (center) after released

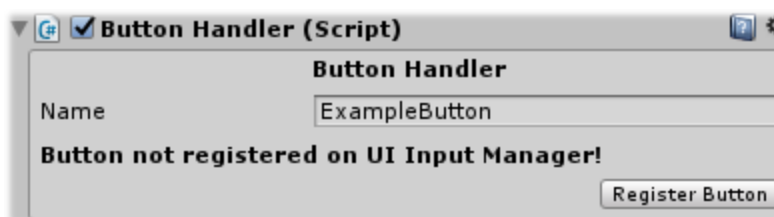
Set Stick Pos On Press - If True, it will immediately move the stick to the place of click (if the place of pressing is in the area of click (background))

To add Axis Handler, just select the object to which you want to add it, click the AddComponent → Easy UI Input → Axis Handler. After that, the component is added to the object.

All new Axis Handler must be registered in the UI Input Manager so that they can be accessed, if Axis Handler is not registered, it will prompt you to register this Axis Handler in the UI Input Manager, just click on the Register Axis.

3.2 Button Handler

Button Handler is a component that allows you to read information such as Pressed, Held, Released, DoubleClick и Long Press, from any UI object to which it is added.



Name - The name of this button, by this name you will refer to this button to get the necessary data.

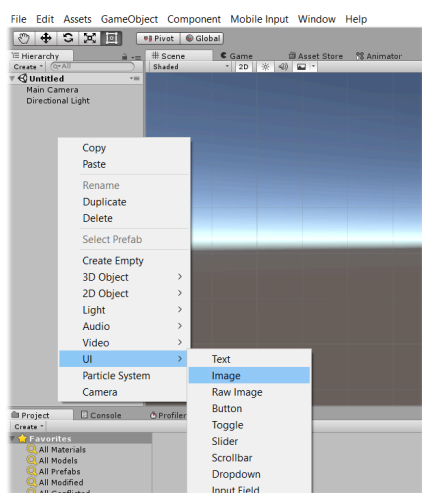
To add Button Handler, just select the object to which you want to add it, click the AddComponent → Easy UI Input → Button Handler. After that, the component is added to the object.

All new Button Handler must be registered in the UI Input Manager so that they can be accessed, if Button Handler is not registered, it will prompt you to register this Button Handler in the UI Input Manager, just click on the Register Button.

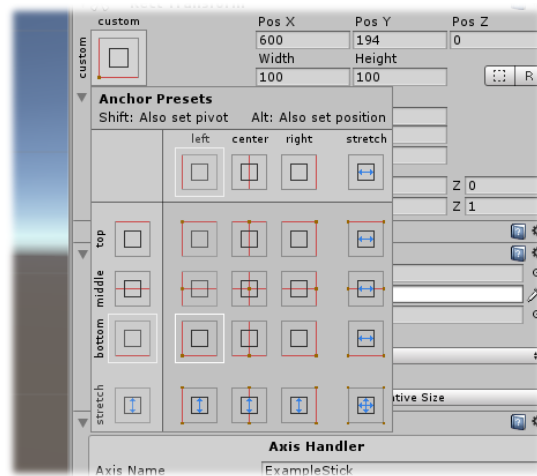
4. Create Joystick

Create joystick with Easy UI Input very easy

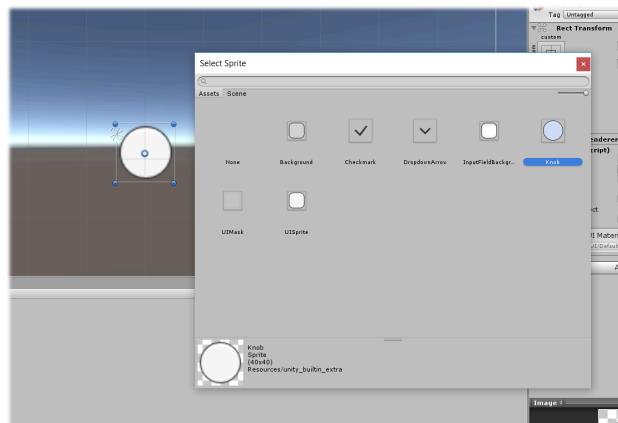
1: Create joystick zone, create image and name it “Background”



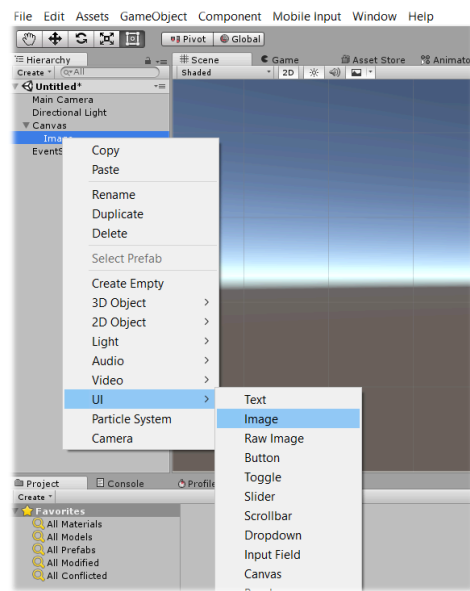
2: Change Anchor presets, as shown in the picture, select the indicated anchor with the Alt button pressed



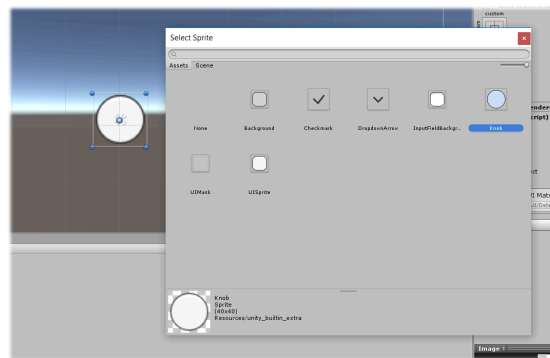
3: Change Image sprite, what you want, we use default sprite “Knob”



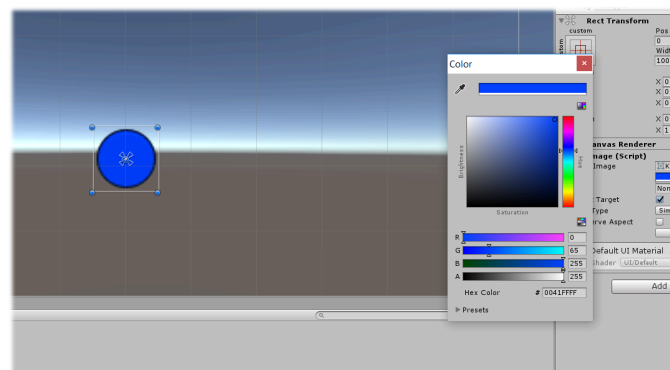
4: Select created image and create one more image and name it “Stick”



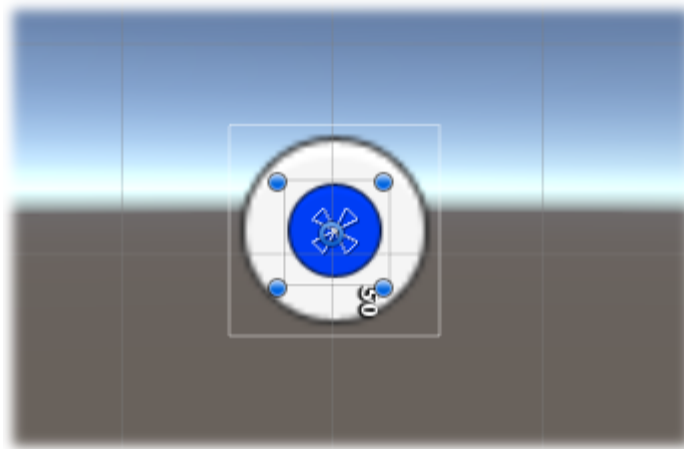
5: Repeat the procedure “2” with this image



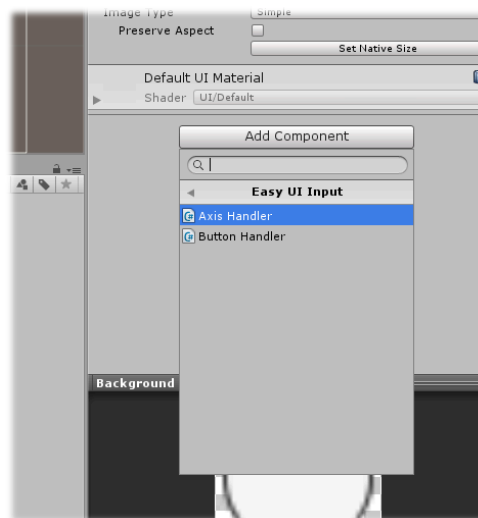
6: Change color of the “Stick”



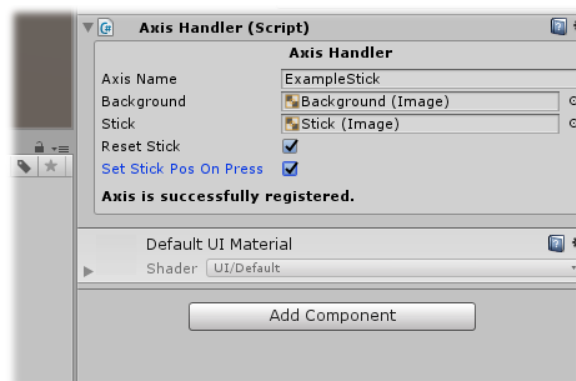
7: Change the size of the “Stick”



8: Select “Background” image and add the Axis Handler component to it



9: Set-up Axis Handler component (more about [Axis Handler](#) component)

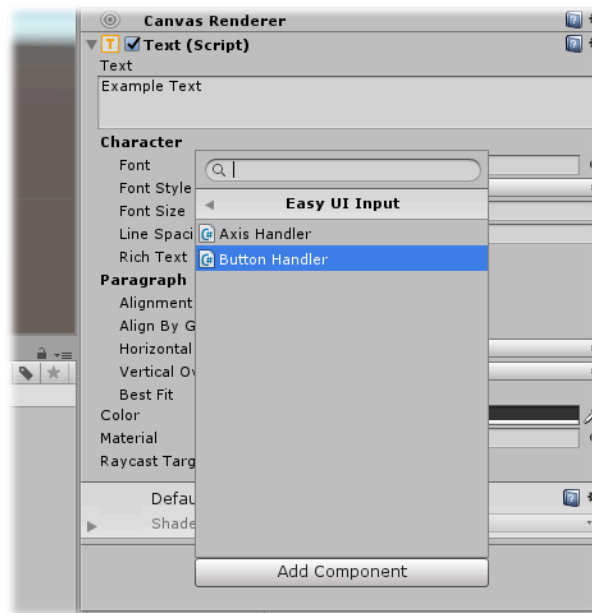


5. Create Button

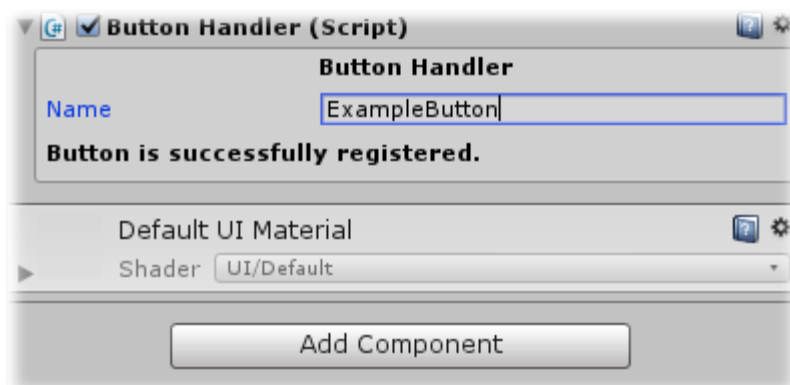
Create button with Easy UI Input very easy

1: Create any UI component for example Text

2: Add the ButtonHandler component to it



3: Set-up Button Handler component (more about [Button Handler](#) component)



6. Code Reference

EUI

Class in EasyUIInput

Description: Base class through which you can read axis and button actions

Static Methods:

float.GetAxis(string axisName, AxisType axisType) - Returns the float value of the virtual axis identified by axisName.

int.GetAxisRaw(string axisName, AxisType axisType) - Returns the int value of the virtual axis identified by axisName with no smoothing filtering applied.

bool.GetAxisDrag(string axisName) - Return the bool value, True while UI element dragging and False while not dragging

bool.GetButtonDown(string buttonName) - Return bool value, True if pressed on UI element and False if not

bool.GetButton(string buttonName) - Return bool value, True while pressed on UI element and False if you not pressed

bool.GetButtonUp(string buttonName) - Return bool value, True if released from UI element and other time return False

bool.GetButtonLongPress(string buttonName, float time) - Return bool value, True if you pressed long time, you can set-up press time, other time return False