Co-Op(Player Input Manager) Documentation

Tidy Team uses Unity’s Player Input Manager to take care of the Co-Op part of the game.

Documentation: https://docs.unity.cn/Packages/com.unity.inputsystem@1.4/api/UnityEngine.InputSystem.PlayerInputManager.html

1. Custom Universal Control Scheme
2. Conclusion

1.Player Input Manager

We use unity’s Player Input manager to handle player join ins together with the PlayerJoinManager script, which handles the OnPlayerJoined action and takes care of the player prefabs and spawn points. We use the Join action from our Universal Control Scheme to make players able to join in.  
Afbeelding met tekst, schermopname, software, Multimediasoftware

Automatisch gegenereerde beschrijving

2. Conclusion

Unity’s Player Input Manager makes it easy to set up co-op for a game. Together with our custom PlayerJoinManager it makes it easy to change player prefabs and spawnpoints during runtime, making it a very handy script to use.