Player Input Documentation

Tidy Team uses Unity’s New Input System to take car of the Player’s Input.

Manual: https://docs.unity3d.com/Packages/com.unity.inputsystem@1.0/manual/

1. Custom Universal Control Scheme
2. Calling the player inputs
3. Conclusion

1.Custom Universal Control Scheme

We have made our own Universal Control Scheme that makes it possible to play the game with any generic, playstation or xbox controller.  
Afbeelding met tekst, schermopname, software, Multimediasoftware

Automatisch gegenereerde beschrijving

2. Calling the player inputBovenkant formulier

We Invoke Unity events when the player sends input.

Afbeelding met tekst, schermopname, software, Multimediasoftware

Automatisch gegenereerde beschrijving

To make things like the Walk/Left Stick function work, we use CallBackContext to make the player move

Afbeelding met tekst, Lettertype, schermopname, lijn

Automatisch gegenereerde beschrijving

3. Conclusion

Unity’s New Input System makes it a lot easier to map player functions to actions. Together with Unity’s Player Input Manager, making a co-op game is not all that hard.