



hininput

v1.4.0

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hininput is a simple gamepad manager for Unity - a [hiloqo](#) project from [henri](#)

Instructions

1. Import the **hininput package** into your project.
2. In your Unity editor, navigate to the **Tools** menu then click **hininput > Setup hininput**
3. **That's it !** hininput is ready to use. Here are a few of the most useful controls :

```
// Get the state of buttons, triggers and stick directions :
hininput.gamepad[0].A.pressed
hininput.gamepad[6].leftTrigger.pressed
hininput.anyGamepad.rightStick.left.pressed

// Get the state of sticks and D-Pads :
hininput.gamepad[4].leftStick.position
hininput.gamepad[1].dPad.position

// Other useful features :
hininput.gamepad[0].X.justPressed
hininput.gamepad[2].rightBumper.doublePress
hininput.anyGamepad.rightStick.vertical
hininput.gamepad[7].Vibrate(0.5);
```

A few remarks

- **If you were using XInput** in your project before you imported hinput, do not import the XInput folder from hinput. Unity does not deal well with duplicate packages.
- **If you are building a project for WebGL**, do not import the XInput project from hinput. Everything will work just fine, except for the fact that you won't be able to use gamepad vibration. I'm still investigating this issue.
- **If you are using Unity 2019**, you have access to the preview of Input System. It should not be enabled by default, however it is not compatible with hinput.

Here is how to check which system you are using : In the Edit menu, click Project Settings, then navigate to Player > Other settings > Configuration, and make sure that Active Input Handling is set to Input Manager.

- **To uninstall hinput**, simply go to Tools > hinput > Uninstall hinput. This will remove hinput's controls from your InputManager, however it will not delete hinput's files. You can undo this action at any time by simply clicking Tools > hinput > Setup hinput again.

