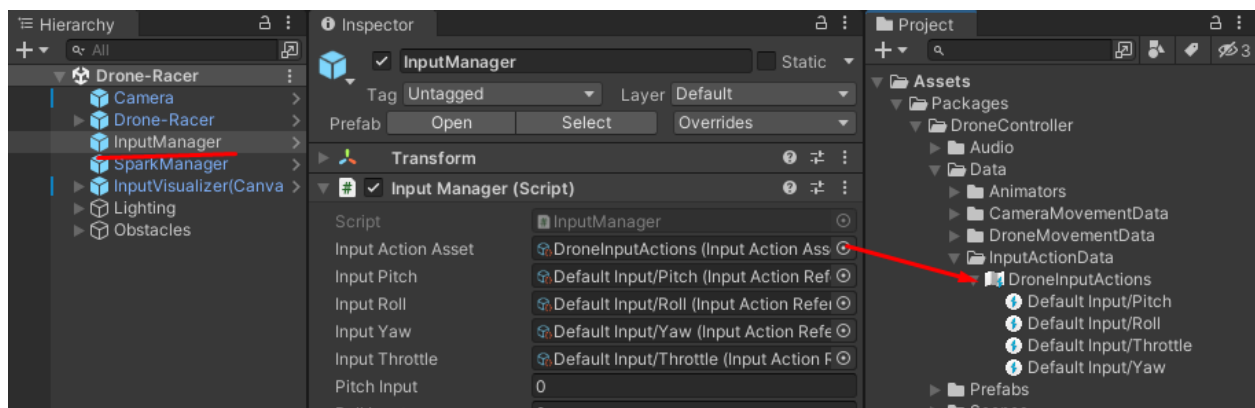


Input

29 June 2023

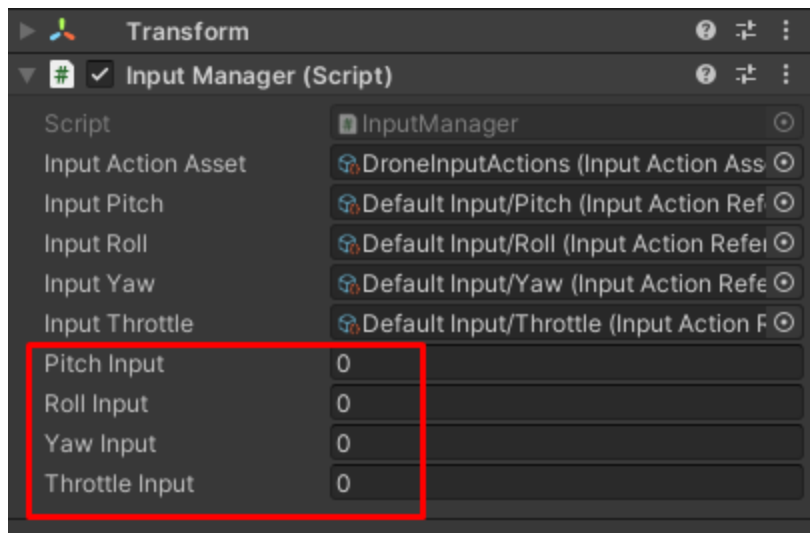
OVERVIEW

Goal of this chapter is explain how the input is handled through the Unity's **Input System**.



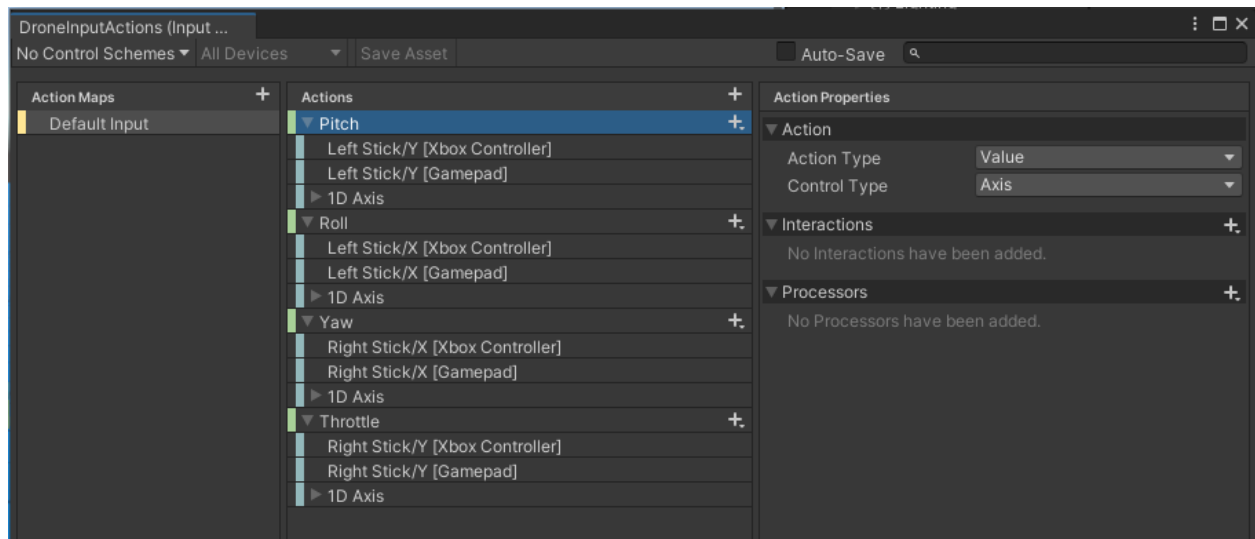
From the image, it's possible to notice that **InputManager** GameObject contains a component of type **Input Manager**.

Input Manager class is a “singleton”. It captures all the necessary input from the “DroneInputActions.asset” file that is used to define input controls for the drone.



In our case, drone is controlled via “pitch”, “roll”, “yaw” and “throttle” input values so those are the exposed values that you can read in the inspector but **cannot** set, since they’re updated at runtime.

Moving onto the “DroneInputActions.asset” file that’s located inside **“DroneController/Data/InputActionData”**. If you open the “DroneInputActions.asset” you will see the following:



Each corresponding action is mapped inside this file. Current setup of the Input System Settings is to accept they input from the **keyboard, joystick and generic joysticks or gamepads**.