Click To Bind

What Does It Do?

Click to Bind is a simple tool to allow player to re-assign keys during runtime. As of Unity 5.3 this can only be done in the Unity launcher - which is less than professional looking.

Click to Bind mimics built in Unity functions.

```
Input.GetKey()  =>  KeyBindingsManager.GetKey()
Input.GetKeyDown()  =>  KeyBindingsManager.GetKeyDown()
Input.GetKeyUp()  =>  KeyBindingsManager.GetKeyUP()
```

The three functions do not take keycodes but rather keyType which is an enum assigned in the KeyBindingsManager script. Using an enum helps keep your coding type safe.

The three new functions return boolean values just as the standard functions do.

The three functions look up keycodes in a dictionary then use Input functions to check if those keys are pressed.

Setup

1. Create an empty gameobject and add the KeyBindingManager script
2. Either use the KeyBinding prefab or create a UI Button.

Using your own button(s)

- For each button and key to be re-assigned there needs to be an instance of the KeyBinding script.
- The KeyBinding script must have manually be assigned "Key Display" text which is where the keycode will be displayed for user feedback
- The KeyBinding script must also be assigned a "Button" gameObject which is pressed to begin the re-assignment
- The toggle color is the color of the button image when re-assignment is in progress

Demo Scene

A demo scene is included to show how to implement the asset.