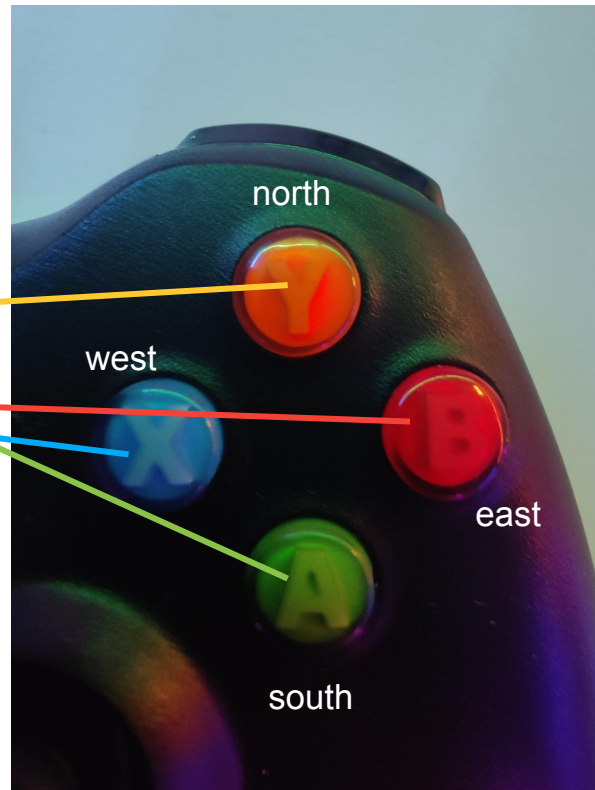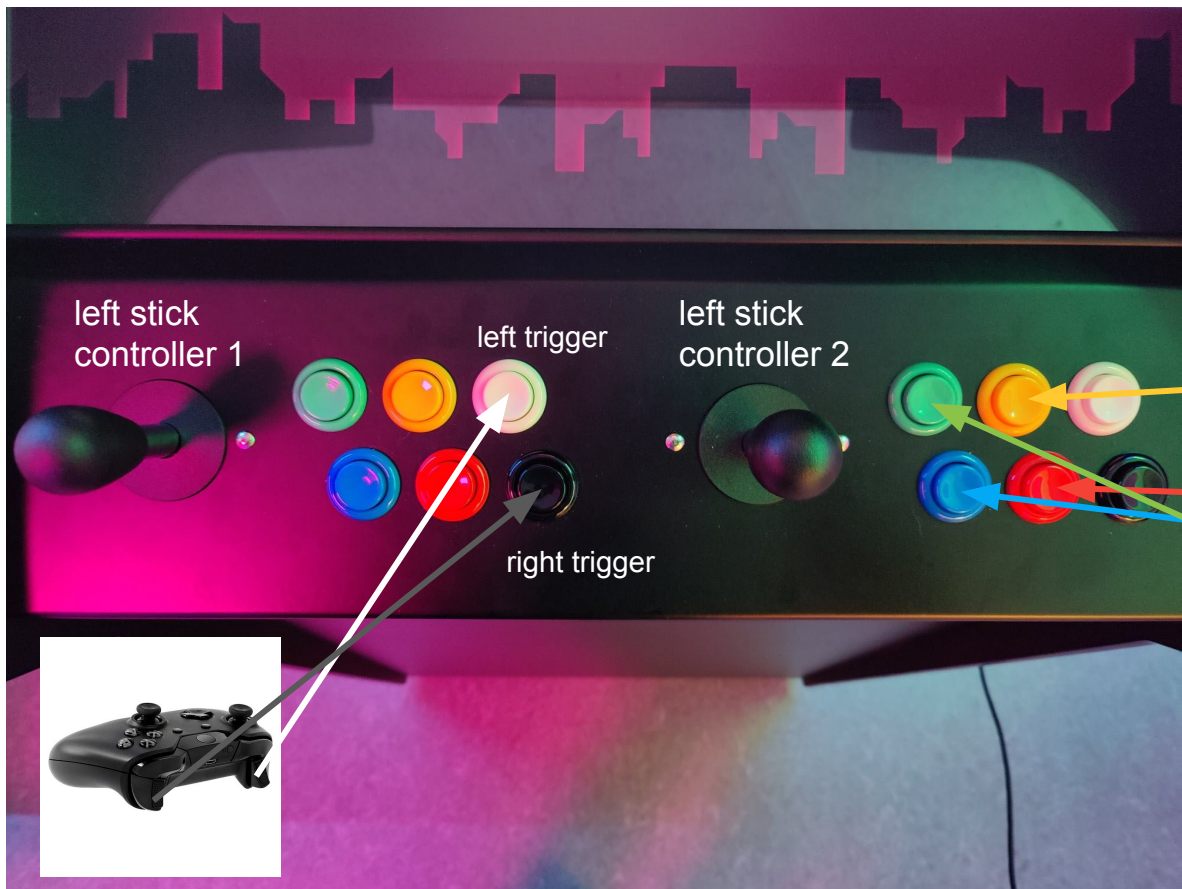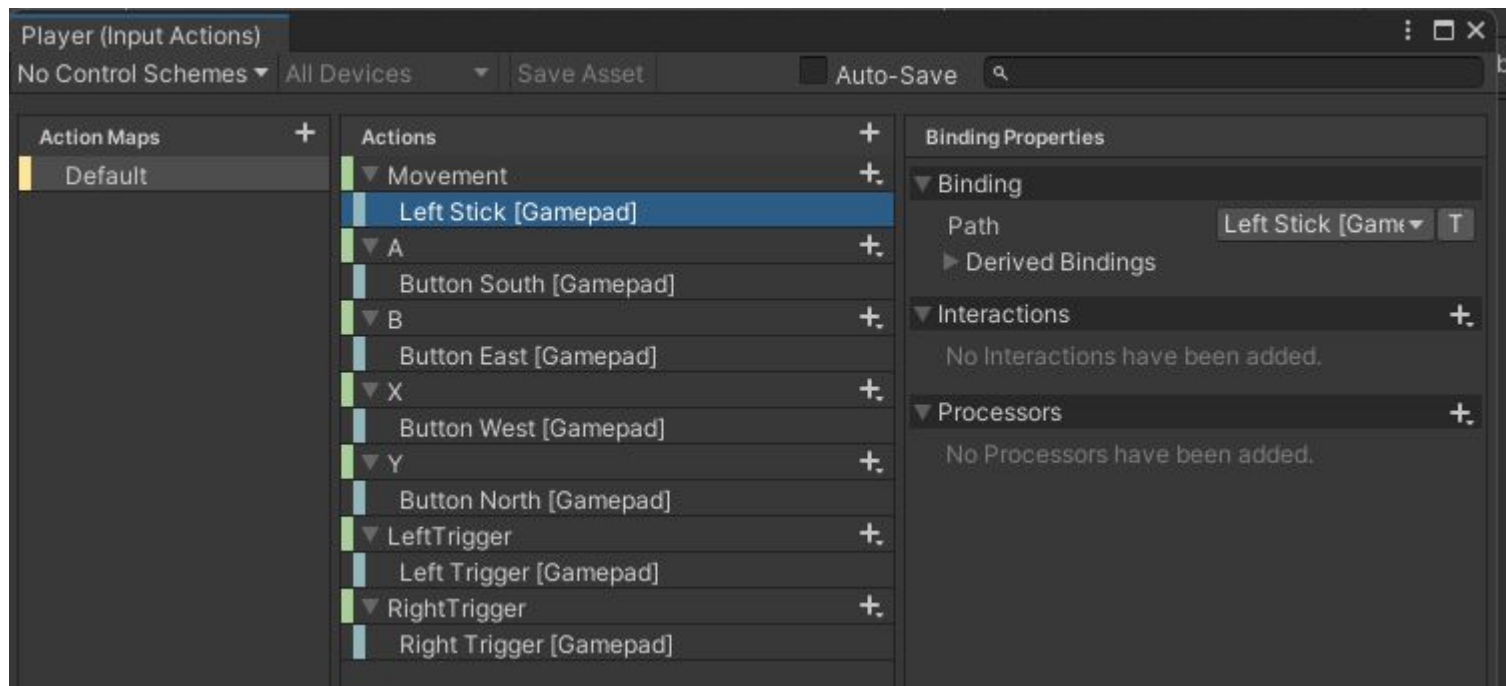# VIA Arcade Input

VIA Arcade Input

Testing your game on VIA Arcade

Your game will **NOT** work with the VIA Arcade input when executing the .exe from Windows (it will however work with Xbox controllers plugged into the machine).

To test your game with the VIA Arcade input, you must play it through the Emulation Station software, as this maps the VIA Arcade input to an Xbox controller.

The Emulation Station software can be launched from the desktop of the VIA Arcade, but first you must… (see next slide)

Testing your game on VIA Arcade

Copy your build folder (transferred to the VIA Arcade from your own computer) to the "Games" folder on the desktop of the VIA Arcade, then make a shortcut to the .exe and place it in the "Game shortcuts" folder, also found on the desktop.

Now your game can be accessed through the "GMD" section of the Emulation Station software.
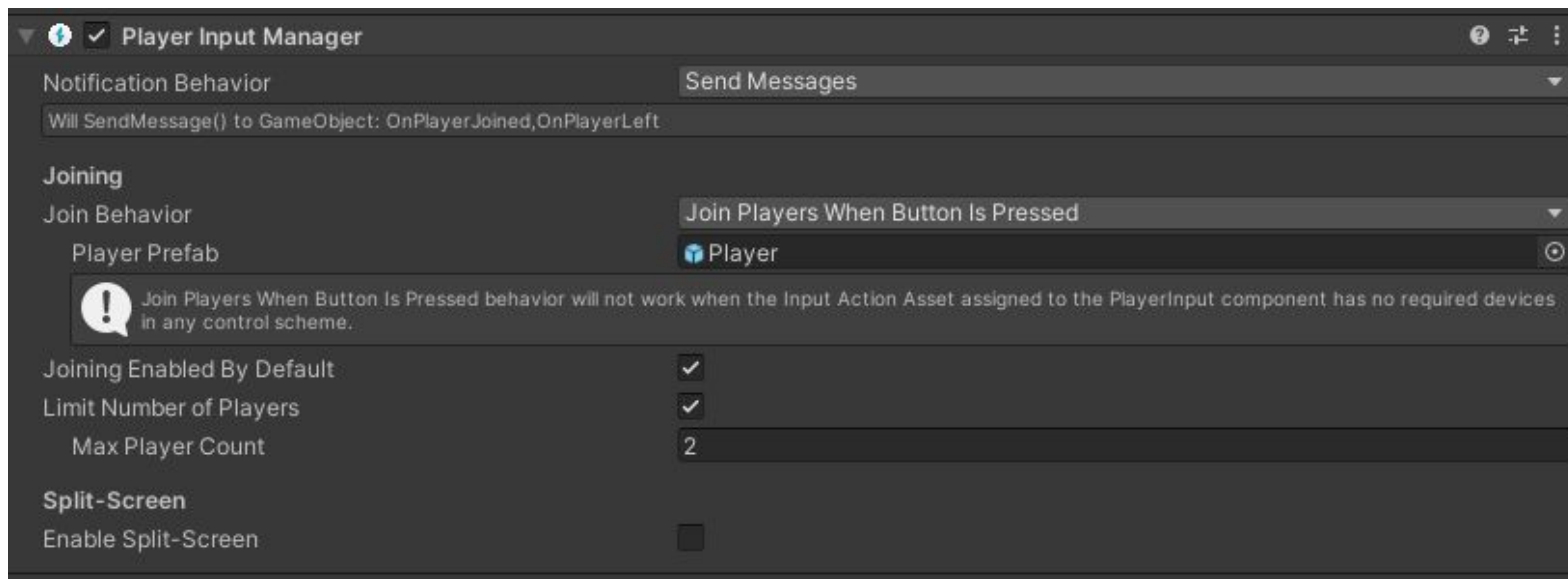
Multiplayer?

Consider using the PlayerInputManager component

A simple implementation can be seen [here](#)

Sample Input Asset

An example input .unitypackage can be found on itslearning.

A playable demo of the package is also installed on the Arcade Machine.

When testing the package, make sure your project has the Input System and TextMeshPro packages installed

Old Input System

Group	Shortcut	Controller Button Name	Mapping in Unity	Return Value Range
Face Buttons	A	A	joystick button 0	
	B	B	joystick button 1	
	X	X	joystick button 2	
	Y	Y	joystick button 3	
Bumper	LB	Left Bumper	joystick button 4	
	RB	Right Bumper	joystick button 5	
Trigger	LT	Left Trigger	9th Axis	0 to 1
	LT	Left Trigger Shared Axis	3rd Axis	0 to 1
	RT	Right Trigger	10th Axis	0 to 1
	RT	Right Trigger Shared Axis	3rd Axis	0 to -1
	Back	View (Back)	joystick button 6	
	Start	Menu (Start)	joystick button 7	
Stick	LS_h	Left Stick "Horizontal"	X Axis	-1 to 1
	LS_v	Left Stick "Vertical"	Y Axis	1 to -1
	LT_B	Left Stick Button	joystick button 8	
	RS_h	Right Stick "HorizontalTurn"	4th Axis	-1 to 1
	RS_v	Right Stick "VerticalTurn"	5th Axis	1 to -1
	RS_B	Right Stick Button	joystick button 9	
DPAD	DPAD_h	DPAD – Horizontal	6th Axis	-1 (.64) 1
	DPAD_v	DPAD – Vertical	7th Axis	-1 (.64) 1

Old Input System

(Left Trigger) **LT**
(Left Bumper) **LB**

Back   **Start**

RT (Right Trigger)
RB (Right Bumper)

Y
X
B
A

(Left Stick "Horizontal") **LS_h**
(Left Stick "Vertical") **LS_v**

LS_B
(Left Stick Button)

RS_B
(Right Stick Button)

RS_h (Right Stick "Horizontal")
RS_v (Right Stick "Vertical")

DPAD_h (DPAD "Horizontal")
DPAD_v (DPAD "Vertical")

Old Input System