Cross Platform Input Manager – Unity

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To use the cross platform input manager you need to make sure you have the Standard Assets Package included in your Unity project. To import it, use these instructions

<https://docs.unity3d.com/560/Documentation/Manual/AssetPackages.html>

Graphical user interface, text

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Ensure that CrossPlatformInput is selected in both the “Editor” and “Standard Assets” folders.

Open up the Project Setting > Inputs to define all of the controls

Graphical user interface, application

Description automatically generated

To refer to the CPI from your class file you must include it at the top with

using UnityStandardAssets.CrossPlatformInput;

Then you can reference it directly

CrossPlatformInputManager.GetAxis("Horizontal");