## Prerequisite

1. Run on a Windows machine
2. Install the ViGEmBus Driver

* <https://github.com/nefarius/ViGEmBus/releases>

## Setup in Unity

1. Create a new folder called **StreamingAssets** under the **Assets** folder
2. Move the MotionInput folder (**motioninput.dist**) into the **StreamingAssets** folder
3. Rename **motioninput.dist** to **MotionInput**
4. Drag the **Motion Input Manager** folder into Unity

## How to use

1. Drag the prefab into the scene
2. Move the prefab to the bottom of the hierarchy
3. Change the **mode** value of the prefab under the **MotionInputManager** script
4. Drag the item called Motion Input Window in the prefab to the position you want the motion input window to open and resize to the desired size.

* The window will not align in Unity Editor but will in the build version

## Options

The following are the settings that can be adjusted for the MotionInputManger script in the inspector

* Mode:
  + The path to the mode you want to run
* On Initialized Callback**:** 
  + The functions to run after the initialization process of the motion input window is finished
  + This can be left empty
* Terminate When Destroyed:
  + Destroy the motion input window when the game is stopped or the scene is changed
* Freeze Game When Starting:
  + Freeze everything inside Unity until the motion input window is initialized
* Keep Previous Motion Input:
  + Do not terminate the previous motion input instance if the mode is the same
  + **Terminate When Destroyed must be set the false in the previous scene’**