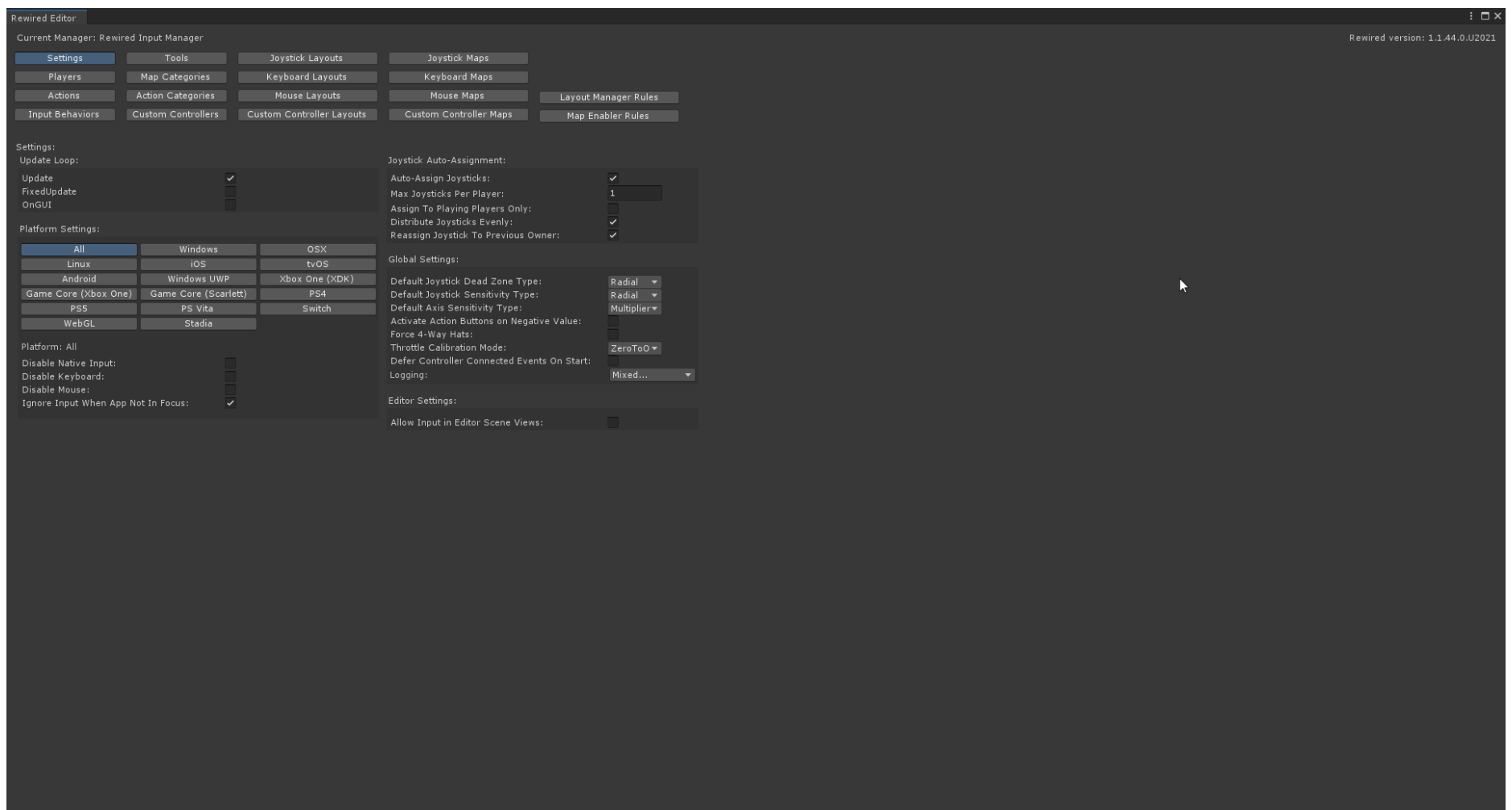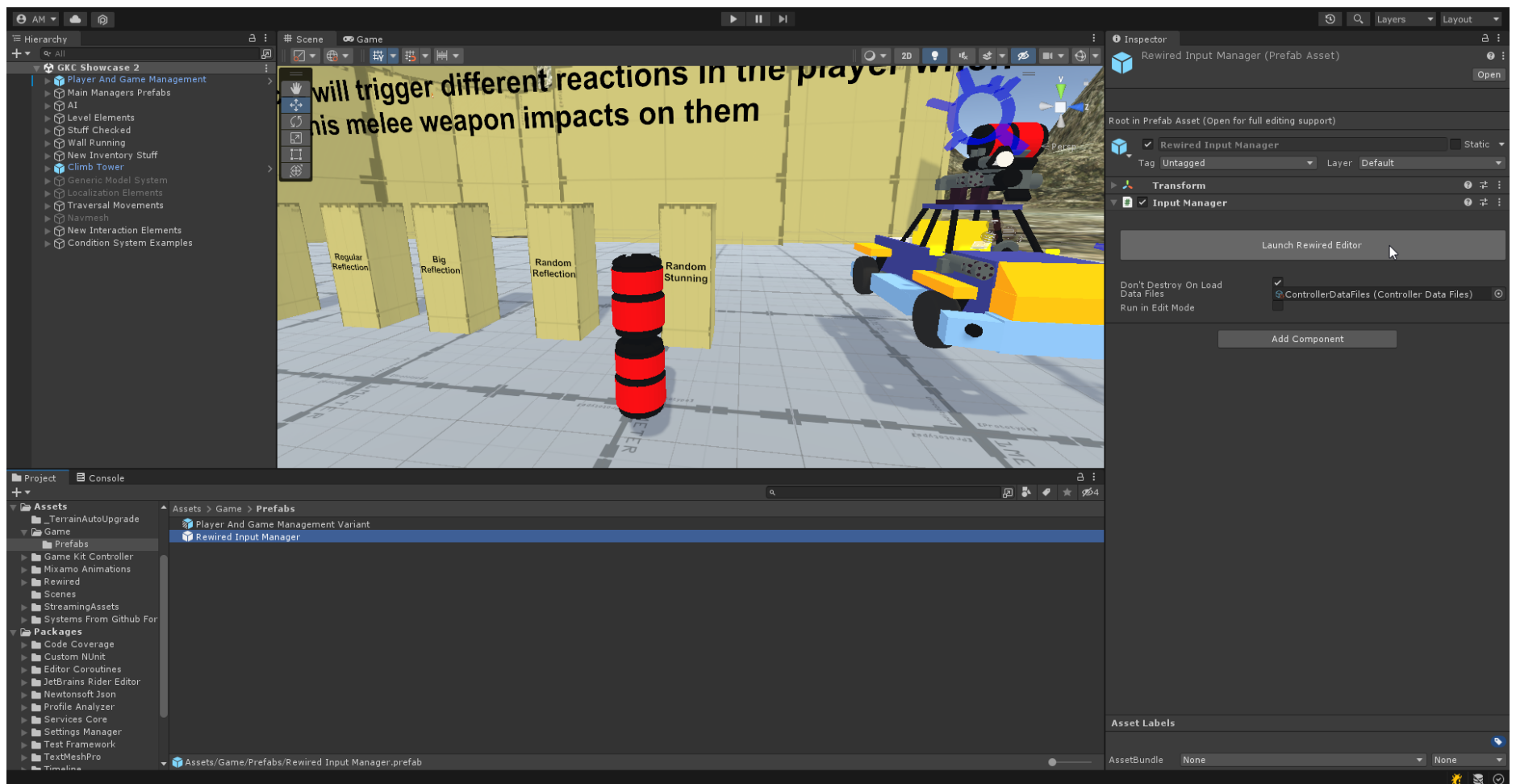# GKC - Rewired Integration

- Import and install Rewired in your Unity project.
- Set up your Rewired Players/Actions/Input Maps/Settings/etc. in the Rewired Editor window, accessible by your Rewired Input Manager gameobject/prefab.

- IMPORTANT: In Rewired Editor -> Tools, export your Rewired Constants file.
This step must be done at least once before adding the "REWIRED" scripting define symbol at the next step.

  Also, don't forget to re-export your Rewired Constants file after you make changes to your Rewired manager.
  (e.g.: After adding or editing Players, Actions, Categories, etc.)
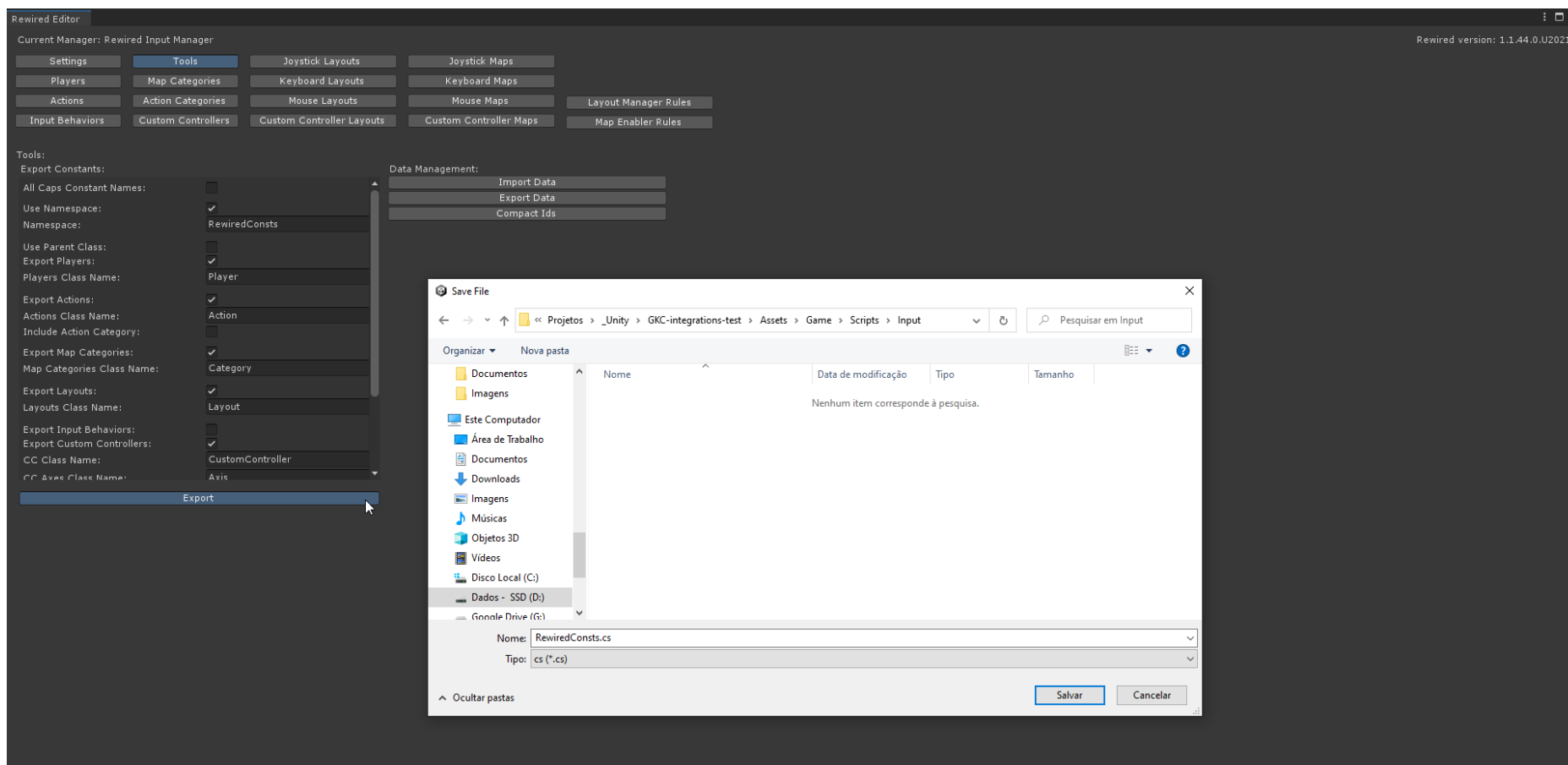
- In Project Settings -> Player Settings, add the scripting define symbol "REWIRED" (without quotes)
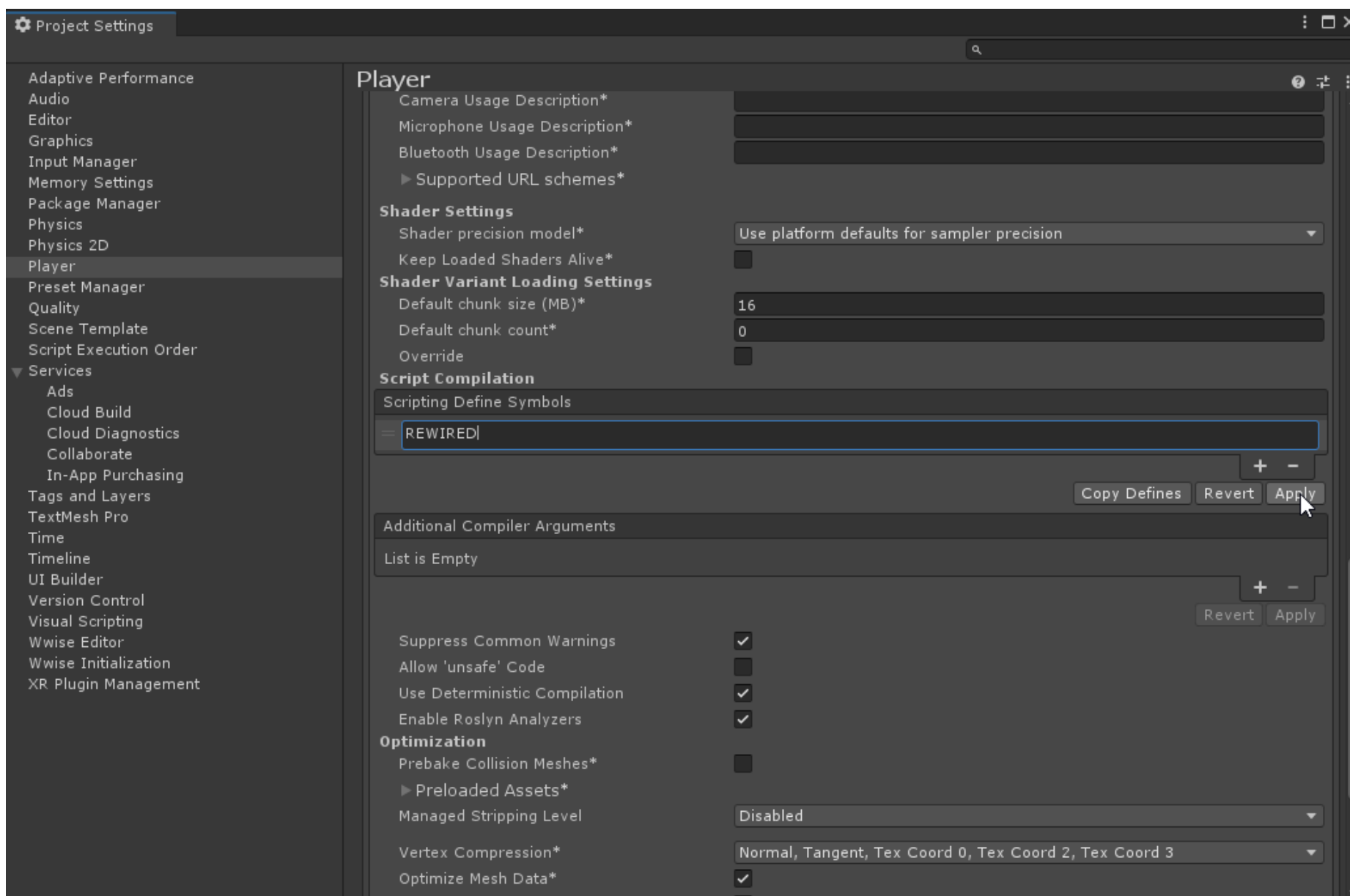
- Also in Project Settings -> Player Settings, don't forget to set your Active Input Handling to either "Input Manager (Old)" or "Both".
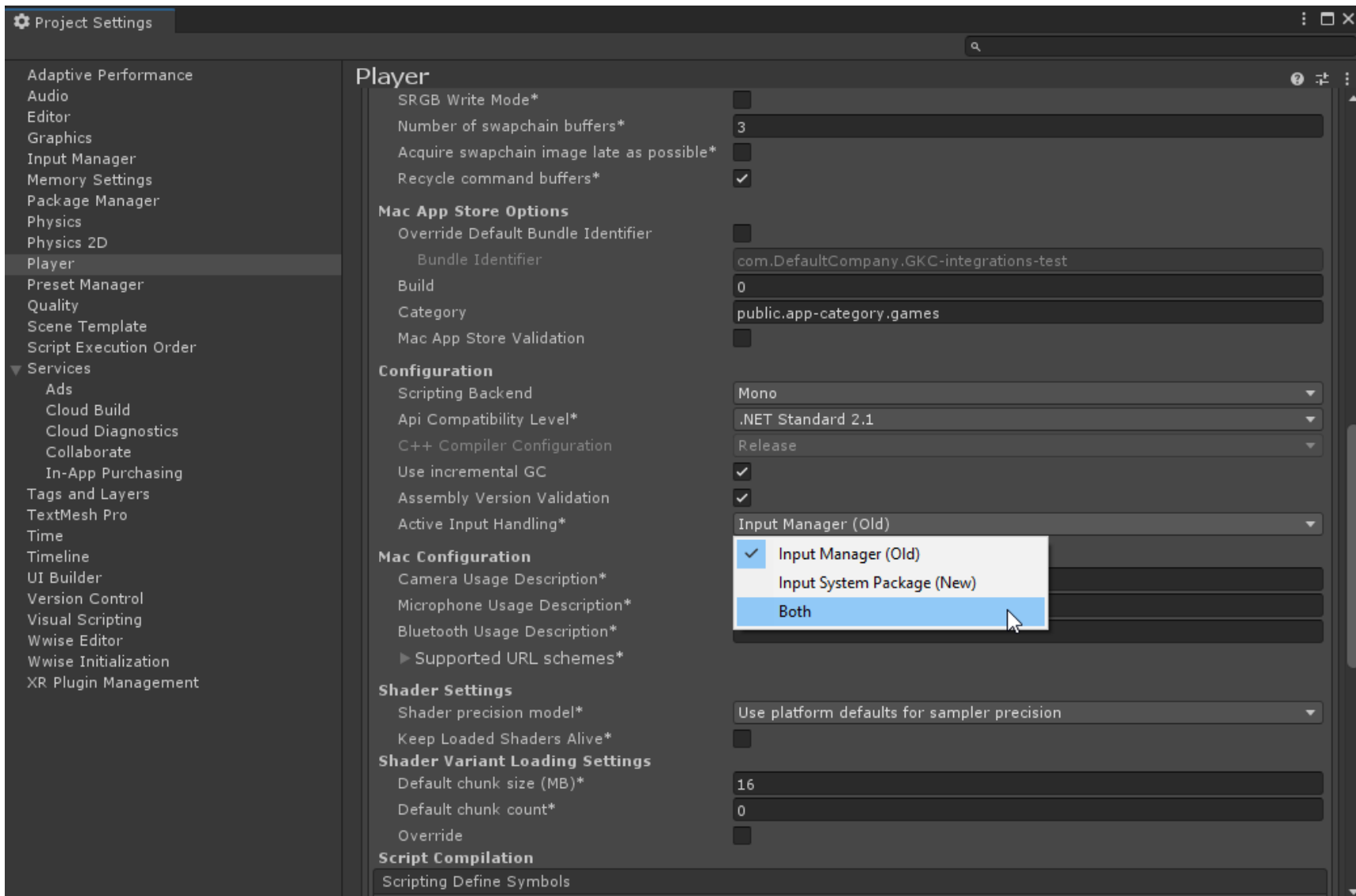
- Recommended: Create a prefab variant of [Player And Game Management] prefab.
 Save this prefab variant somewhere outside the "Assets\Game Kit Controller" folder.

  This is so you can change stuff on the prefab variant without affecting the original prefab from GKC. Also, any prefab updates from future versions of GKC will be reflected on your new prefab variant, without overwriting your custom changes, whenever you update GKC to a newer version.
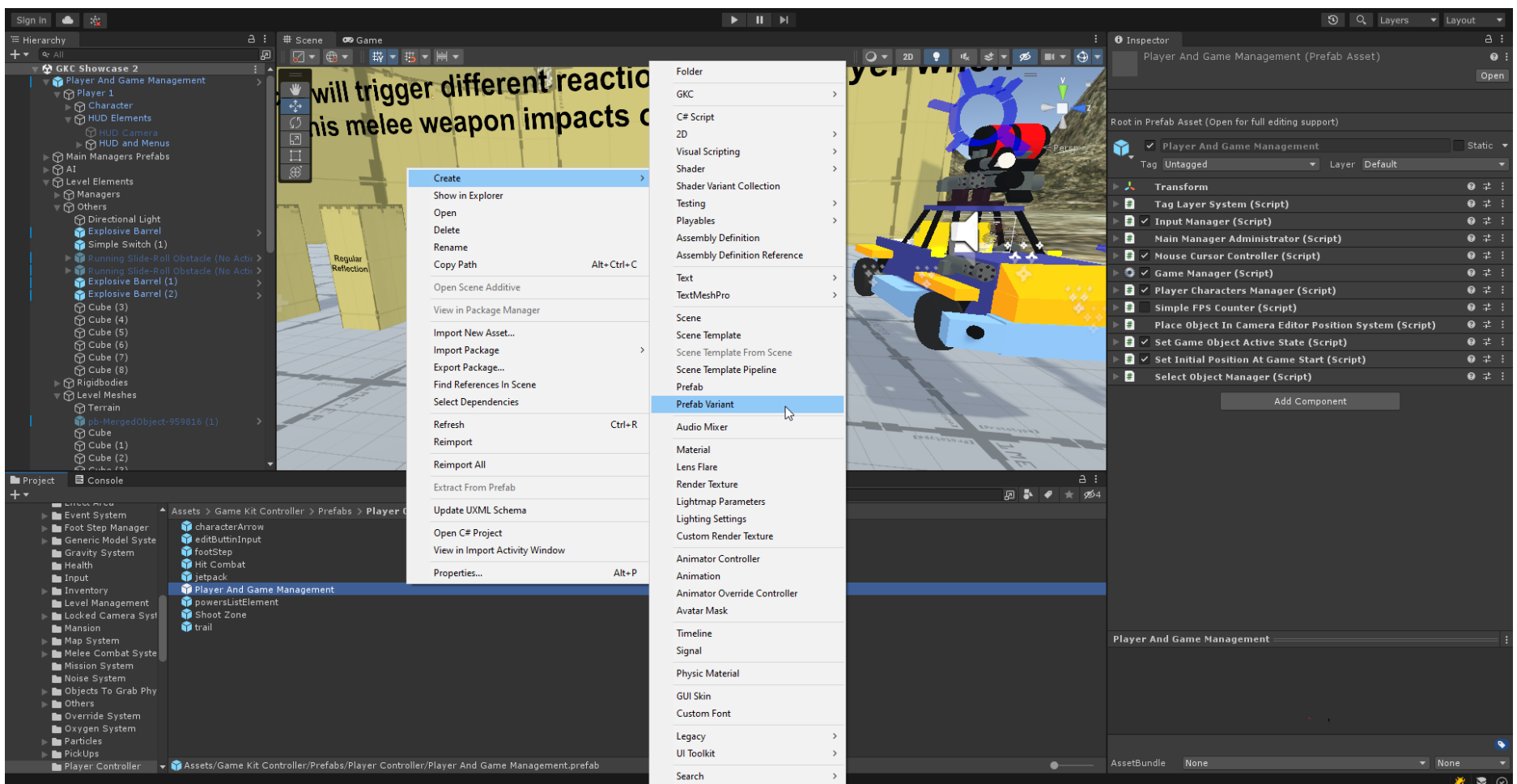
- On [Player And Game Management]'s Input Manager component, you must set up the following settings for the integration to work correctly:

  Use Rewired = true
  Ignore Gamepad = false
  Allow Keyboard and Gamepad = true
  Allow Gamepad in Touch Device = true (optional)

- Regarding the above settings: Keyboard and Gamepad disabling/enabling can (and should) be configured in Rewired Editor, in case you need to disable one of those input methods for any reason.
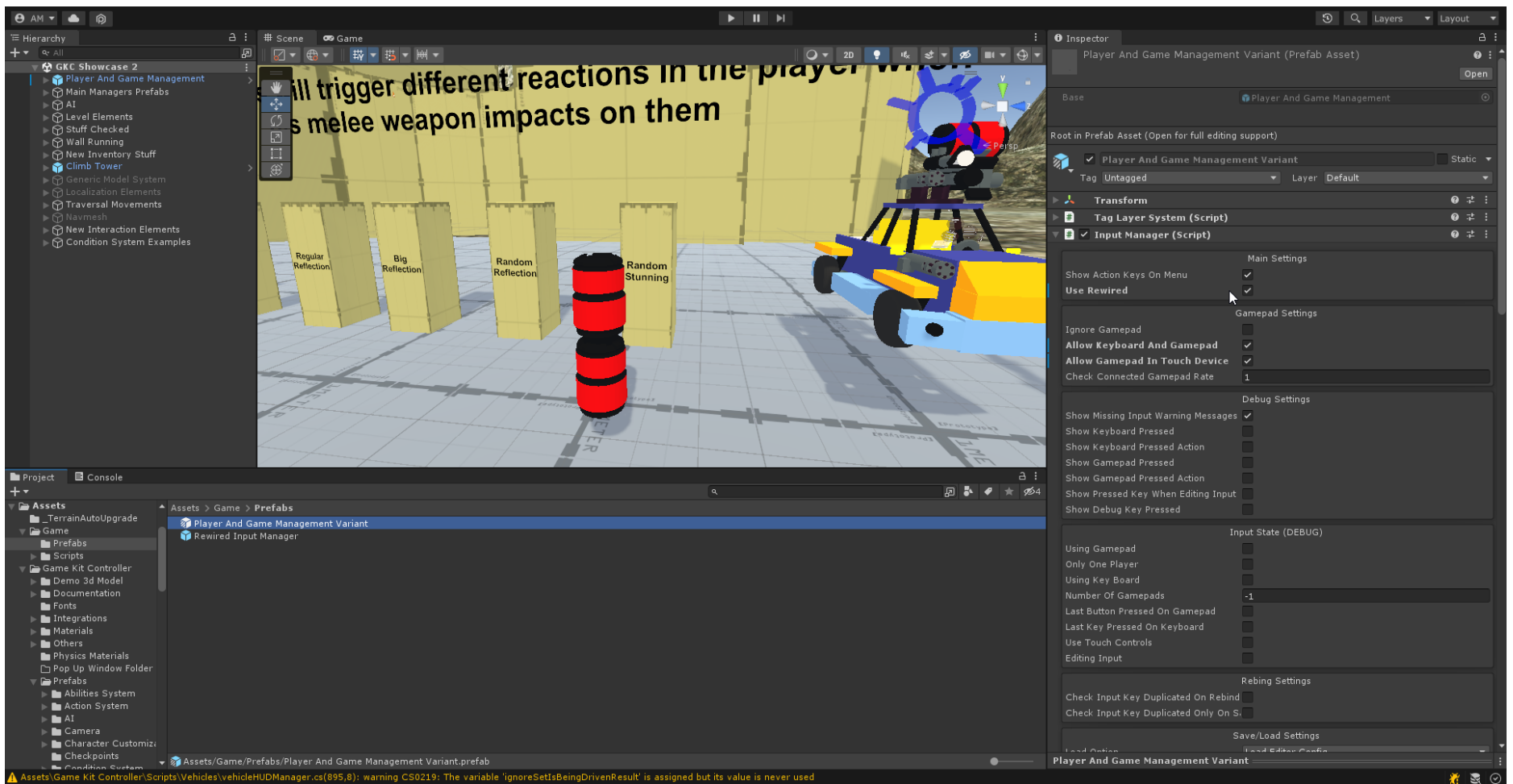
- Also on [Player And Game Management]'s Input Manager component, set up your Actions inside each Input Axis' "Rewired Action" field.
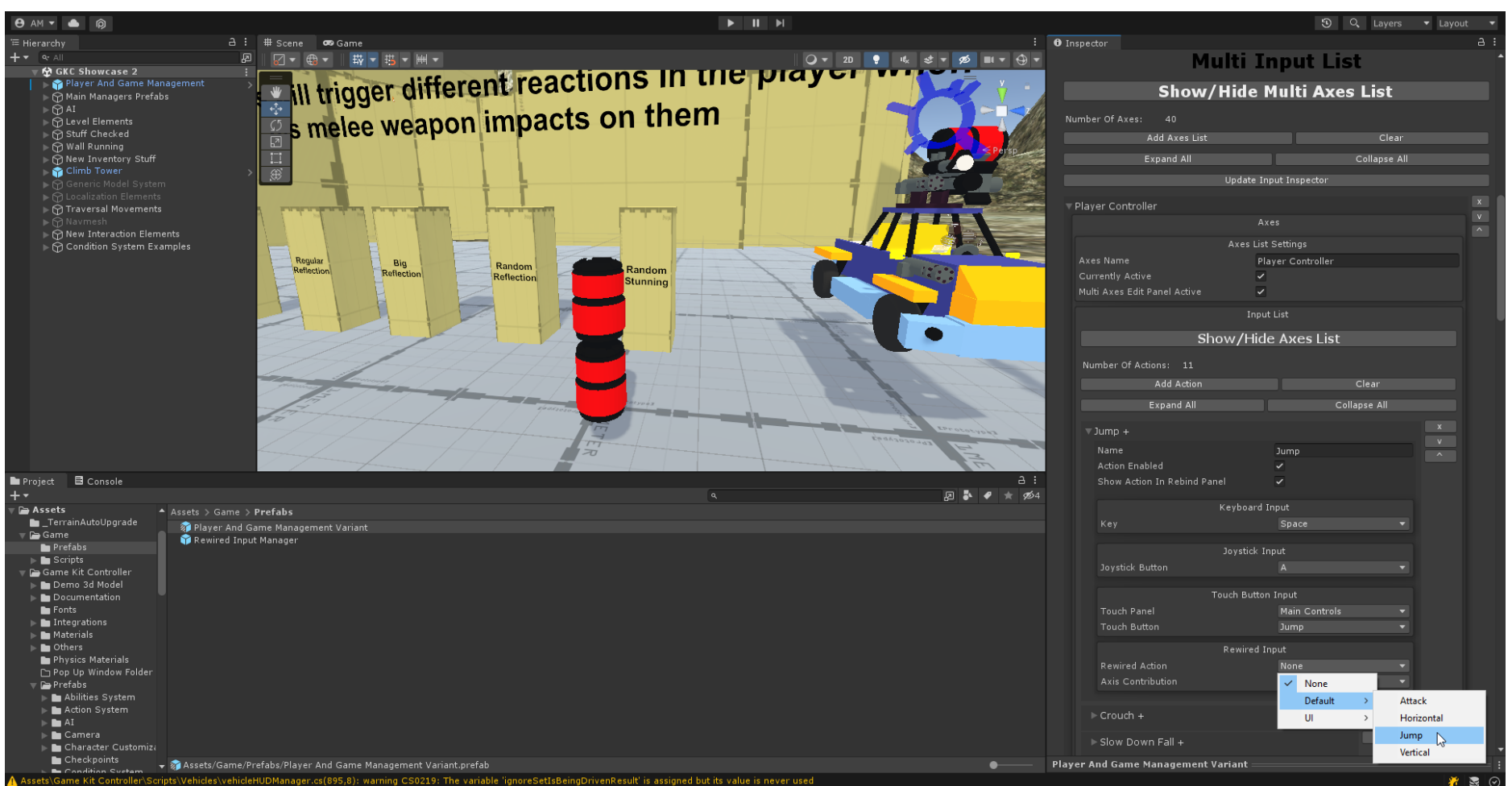
- Don't forget the "Axis Contribution" setting, it can be useful for certain cases.
  (e.g.: If you want to set different actions for Up/Down/Left/Right on an analog stick)