hinput - Getting started

hinput is a simple multi-OS gamepad input system for Unity.

A hiloqo (@hiloqoco) project from henri (@henriforshort).

The detailed **documentation** is available here : https://bit.ly/2Wa4Qkd

How to install hinput

1. In your Unity editor, open the **Unity Asset Store**, and download the hinput package.
2. Once the hinput files are in your Unity project, a **hinput menu** will appear in your editor (at the top of your screen, next to File, Edit and Assets). In this menu, click **Setup hinput**.
3. **That's it !** hinput is ready to use. Try typing something like one of these commands :

```
if (hinput.gamepad[1].B) Dash ();

transform.position += hinput.gamepad[0].leftStick.worldPositionFlat * speed;

if (hinput.anyGamepad.A.justPressed) Jump ();

if (hinput.gamepad[3].X.doublePress) HeavyAttack ();

if (hinput.gamepad[2].rightTrigger) Shoot ();

if (hinput.anyGamepad.dPad.up.justPressed) Emote ();

if (hinput.gamepad[0].rightStick.angle < 0) MoveBack ();

if (hinput.gamepad[0].Y.longPress) Heal ();

if (hinput.anyGamepad.rightStickClick.justReleased) ChangeWeapon ();
```

hinput Settings

If you want to use hinput's **default settings**, that's all you have to do. At runtime, a hinput gameobject will be **created automatically** and handle all gamepad inputs.

However, you can also instantiate the **hinputSettings prefab manually**. This will expose some useful settings that you might want to tweak, such as the duration of a **double press**, the width of the stick's virtual buttons, or the size of the **dead zone** of the sticks and triggers.

Feel free to check out the detailed documentation for the full range of options offered by hinput !