The simple gamepad manager

Hinput

v2.0

What’s New in v2.0?

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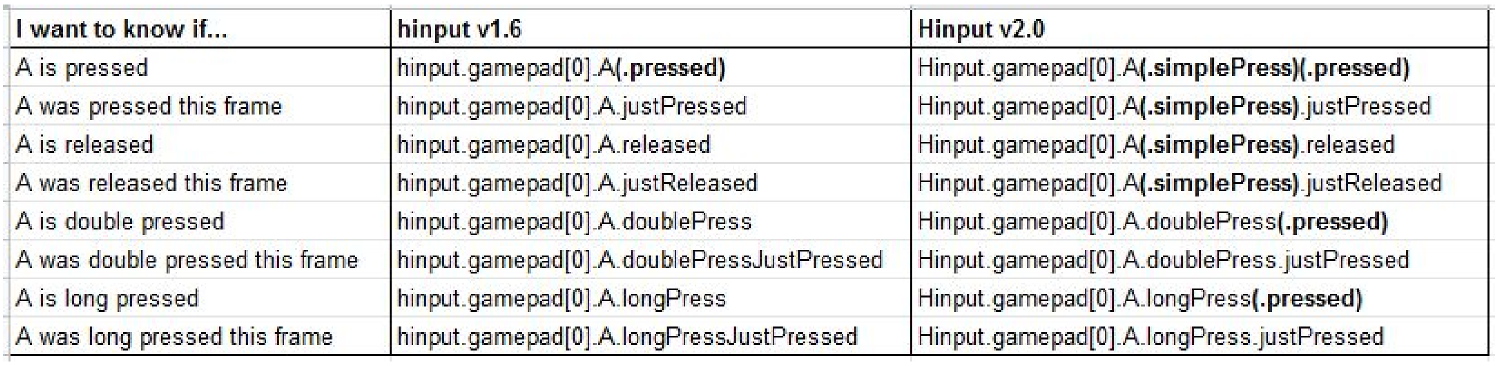
Don’t forget to have a look at the full release notes.

Overview

In short, here is how some of the most common calls to Hinput have changed (or not) between v1.6 and v2.0:



I want to know if...	hinput v1.6	Hinput v2.0
A is pressed	hinput.gamepad[0].A**(.pressed)**	Hinput.gamepad[0].A**(.simplePress)(.pressed)**
A was pressed this frame	hinput.gamepad[0].A.justPressed	Hinput.gamepad[0].A**(.simplePress)**.justPressed
A is released	hinput.gamepad[0].A.released	Hinput.gamepad[0].A**(.simplePress)**.released
A was released this frame	hinput.gamepad[0].A.justReleased	Hinput.gamepad[0].A**(.simplePress)**.justReleased
A is double pressed	hinput.gamepad[0].A.doublePress	Hinput.gamepad[0].A.doublePress**(.pressed)**
A was double pressed this frame	hinput.gamepad[0].A.doublePressJustPressed	Hinput.gamepad[0].A.doublePress.justPressed
A is long pressed	hinput.gamepad[0].A.longPress	Hinput.gamepad[0].A.longPress**(.pressed)**
A was long pressed this frame	hinput.gamepad[0].A.longPressJustPressed	Hinput.gamepad[0].A.longPress.justPressed

Important changes

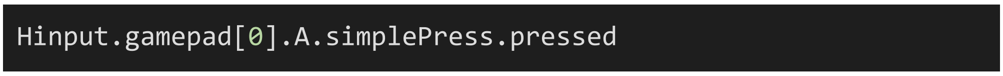
- First things first, the plugin and its main class are now called **Hinput**, capital H. It’s more consistent with C# best practices, but it also means you’re going to have to change all of the code that was using it. Sorry.

- I removed the “h” prefix before the name of all Hinput classes. This means that **hGamepad** is now **Gamepad**, **hButton** is now **Button** and so on. However, you won’t risk collisions with your own class names, because :

- I have added dedicated namespaces.
  - If you want to create a variable of type **Gamepad**, **Stick**, **Pressable**, **Button**, **Trigger**, **StickDirection**, **StickPressedZone**, **Press**, **VibrationPreset** or **Settings** you will now need to add “using HinputClasses;” at the start of your script.
  - The rest of the classes are in a namespace called “HinputClasses.Internal”.

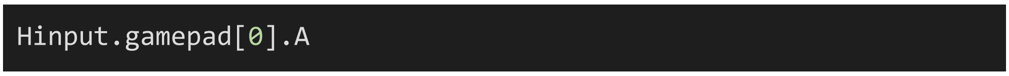
    - The **Hinput** class is still not part of a namespace, meaning you can access it from anywhere without a “using” directive.

- The code to know if a button is pressed is now this :



```
Hinput.gamepad[0].A.simplePress.pressed
```

    - You call the A button, from which you get a **Press** (for *instance*, *simplePress*, *doublePress* or *longPress*)
    - From that press you get a feature (like *pressed*, *justPressed*, *released*, or *justReleased*)
    - As with before, I made implicit conversions, meaning that “*simplePress*” and “*pressed*” are always implied. In other words, this is still valid code:



```
Hinput.gamepad[0].A
```

- I have removed a ton of features that were seeing very little use from the plugin, to focus it more on a handful of key use cases. Notable features include internal-everything in **Gamepad,** as well as everything-Raw in **Stick**. The full list is available in the release notes.

- The name of many parameters in **Settings** have been changed for clarity.

- I had a good in-depth look at the performance of Hinput, and Update time is now on average 20% of what it used to be. I have also added **Settings** to disable the features of the plugin that you don’t need in your project.