



hinput

README

hinput is a simple multi-OS gamepad system for Unity

a [hiloqo](#) project from [henri](#)

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How to install hinput

1. Import the **hinput package** into your project (available [here](#)).
2. In your Unity editor, navigate to the **Tools** menu then click **hinput > Setup hinput**
3. **That's it !** hinput is ready to use. Here are a few examples of how to get the state of a controller :

```
// For buttons, triggers and stick directions :
hinput.gamepad[0].A.pressed
hinput.gamepad[6].leftTrigger.pressed
hinput.anyGamepad.rightStick.left.pressed

// For sticks and D-Pads :
hinput.gamepad[4].leftStick.position
hinput.gamepad[1].dPad.position

// Some other useful features :
hinput.gamepad[0].X.justPressed
hinput.gamepad[2].rightBumper.doublePress
hinput.anyGamepad.rightStick.vertical
hinput.gamepad[7].dPad.angle
```

Note : If you are using Unity 2019, you have access to the preview of **Input System**. It is not enabled by default, however it is not compatible with hinput.

Here is how to check which system you are using : In the **Edit** menu, click **Project Settings**, then navigate to **Player > Other settings > Configuration**, and make sure that **Active Input Handling** is set to **Input Manager**.