Project Installation Instructions
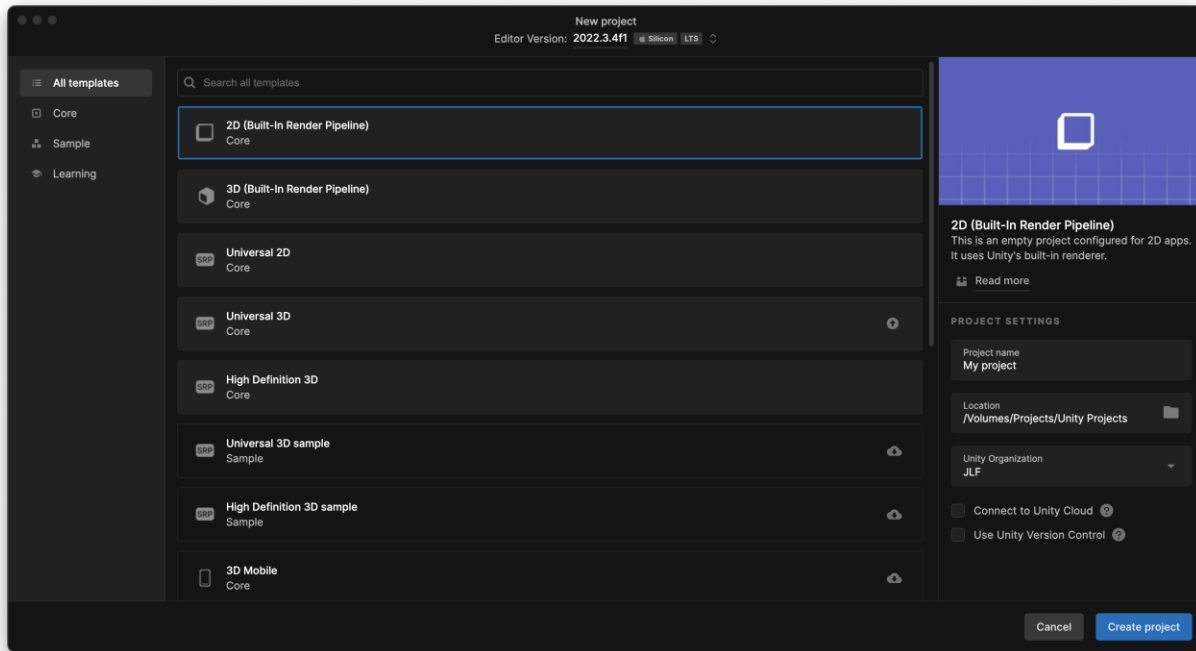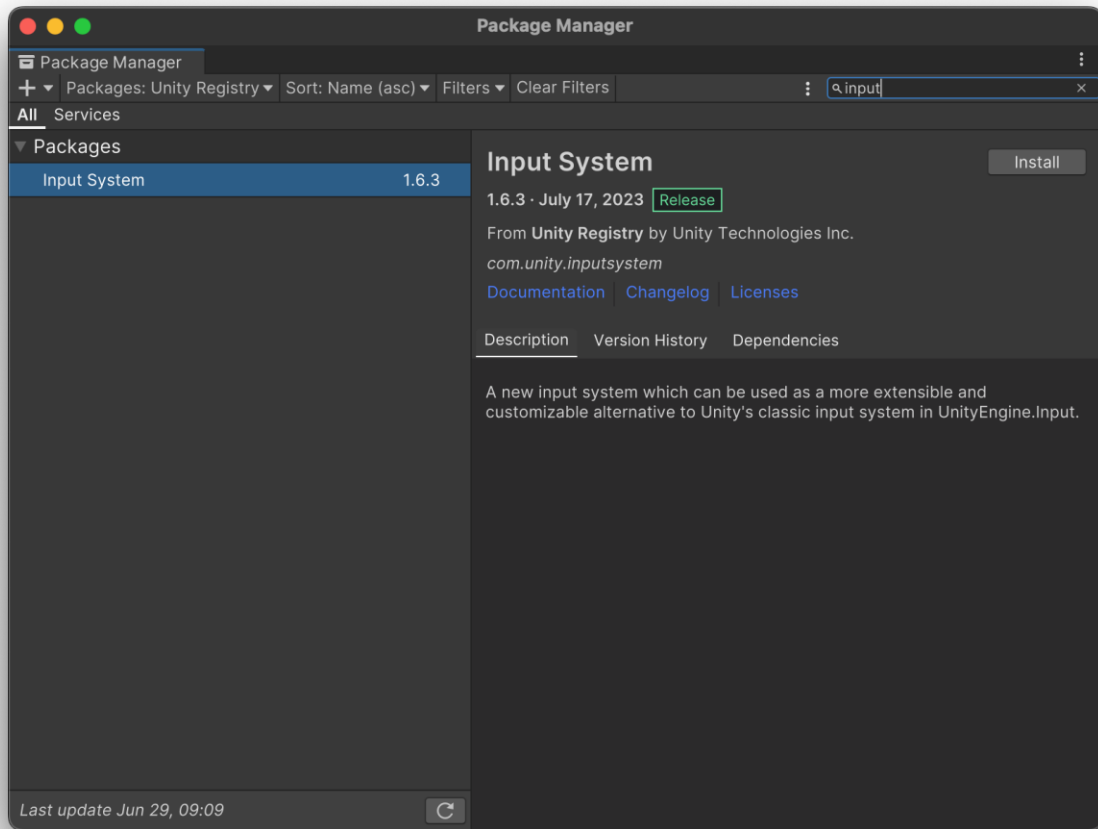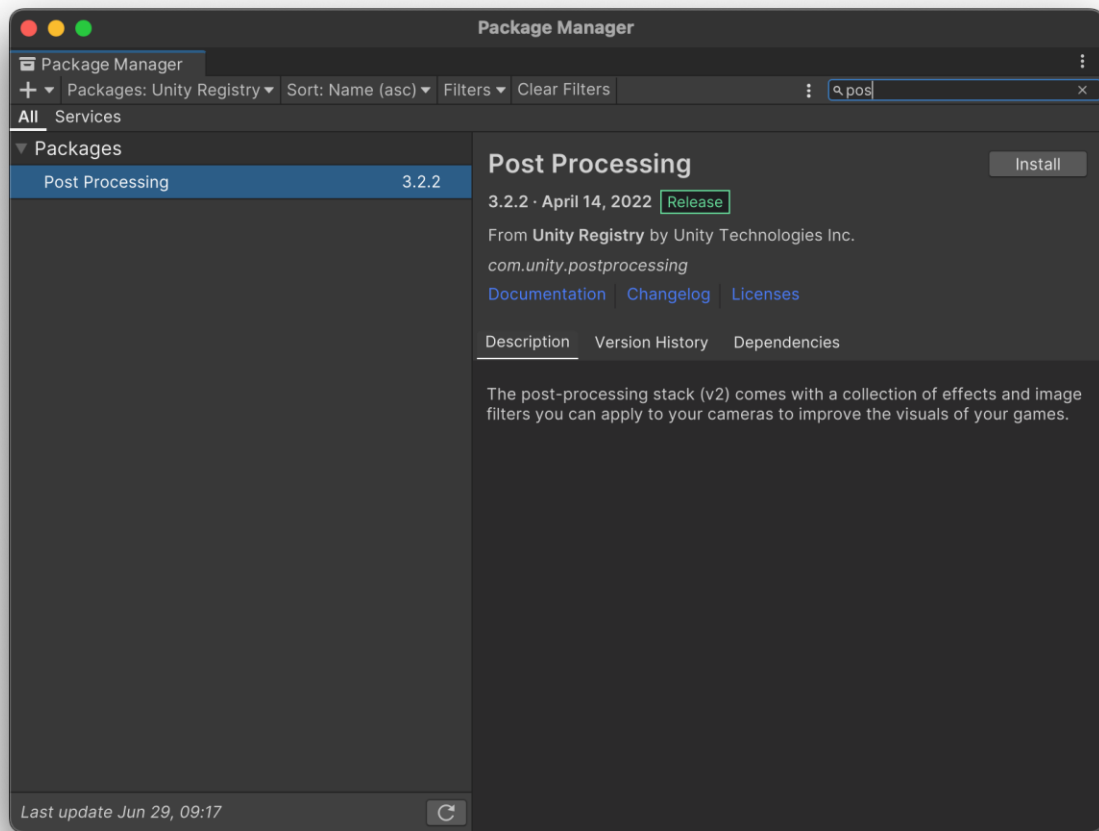
How to use these files: Instructions

To Import the Package, create a **new 2D project using the the Built-In Render**

**Install the Package Manager Dependencies**

This project uses the new **Input System** and **Post Processing** packages. To install them, open the **Package Manager** and search for each package in the **Unity Registry**.

Package Manager

Packages: Unity Registry ▾ **Sort: Name (asc)** ▾ Filters ▾ Clear Filters

🔍 input ✕

All Services

▼ Packages

| Input System | 1.6.3 |

Input System

1.6.3 · July 17, 2023 Release

From **Unity Registry** by Unity Technologies Inc.

com.unity.inputsystem

Documentation   Changelog   Licenses

Description   Version History   Dependencies

A new input system which can be used as a more extensible and customizable alternative to Unity's classic input system in UnityEngine.Input.

Install

Last update Jun 29, 09:09

Import the Unity Package

Next, select **Assets > Import Package > Custom Package** from the top menu.
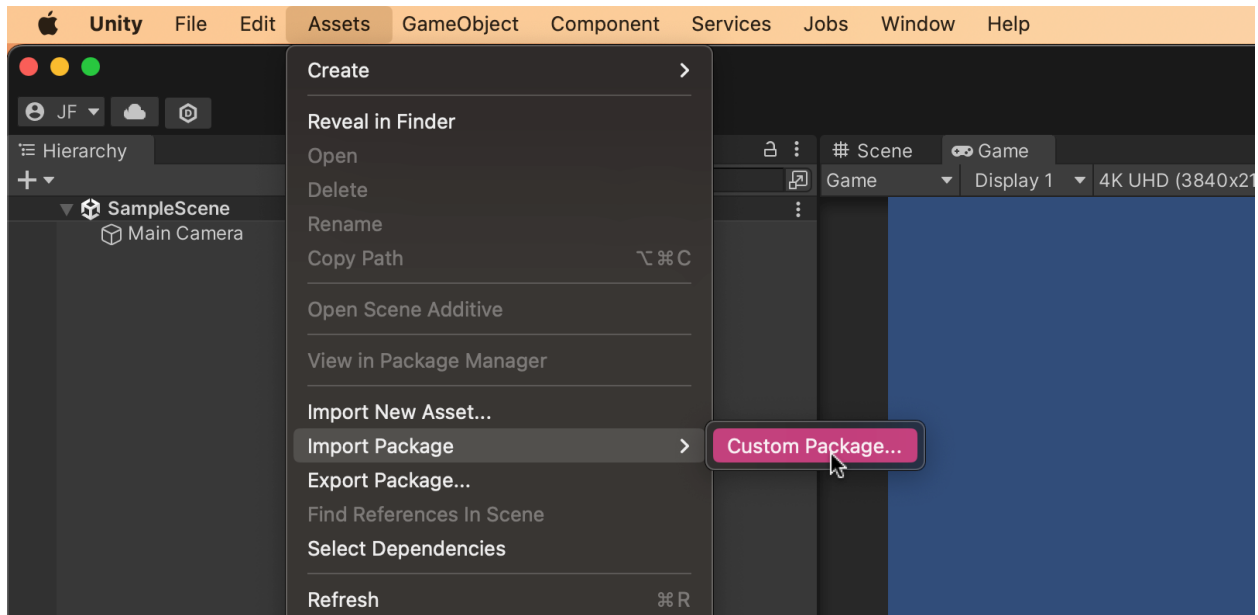
Import the **Project File** package Then load the **Example Scene** scene.

Troubleshooting

Error: the type or namespace name 'Input System' does not exist in the namespace 'UnityEngine'.

Error: the type or namespace name 'Input Value' could not be found.

- Install the **Input System** package from the **Package Manager** window and enable the Input System.

Warning: The referenced script (Unknown) on this behaviour is missing!

- Install the **Post Processing** package from the **Package Manager** window

Null Reference errors after installing the Post Processing package

- **Reload the Example Scene** and clear the console to remove the errors.

Missing Sprites: The fire display sprite is missing

- Install the **Sprite** package from the Package Manager