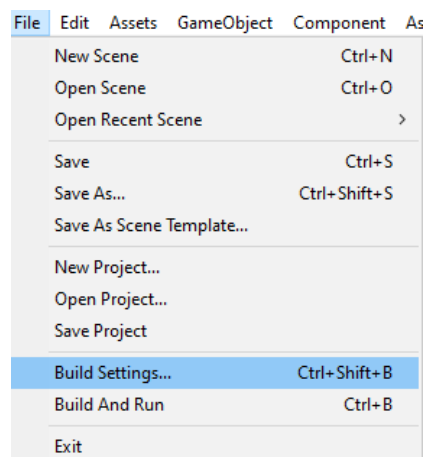




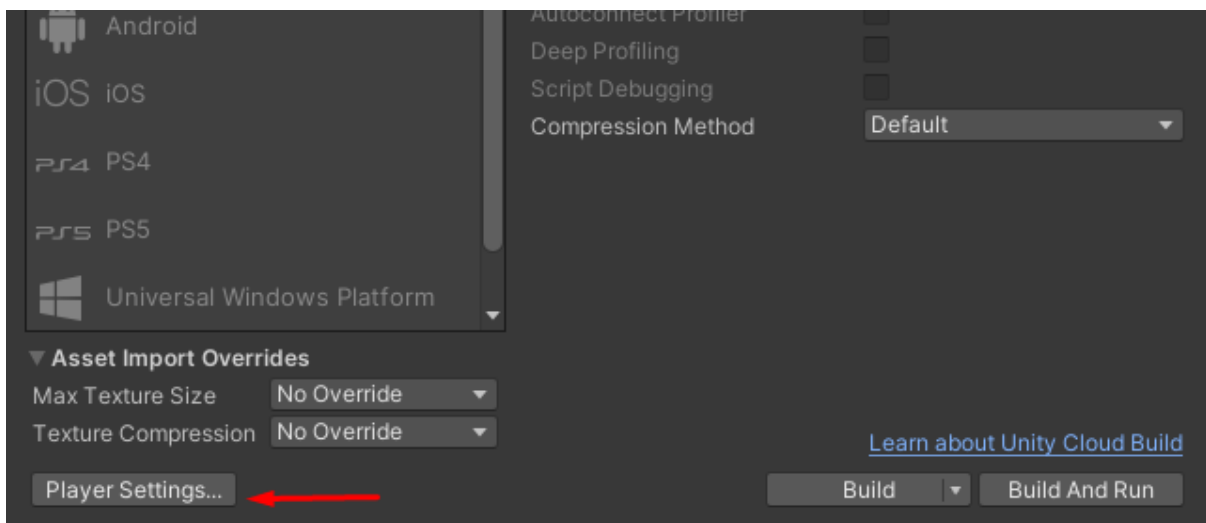
MultiFPS – Setup new input system

This setup is not necessary to apply to get MultiFPS working.

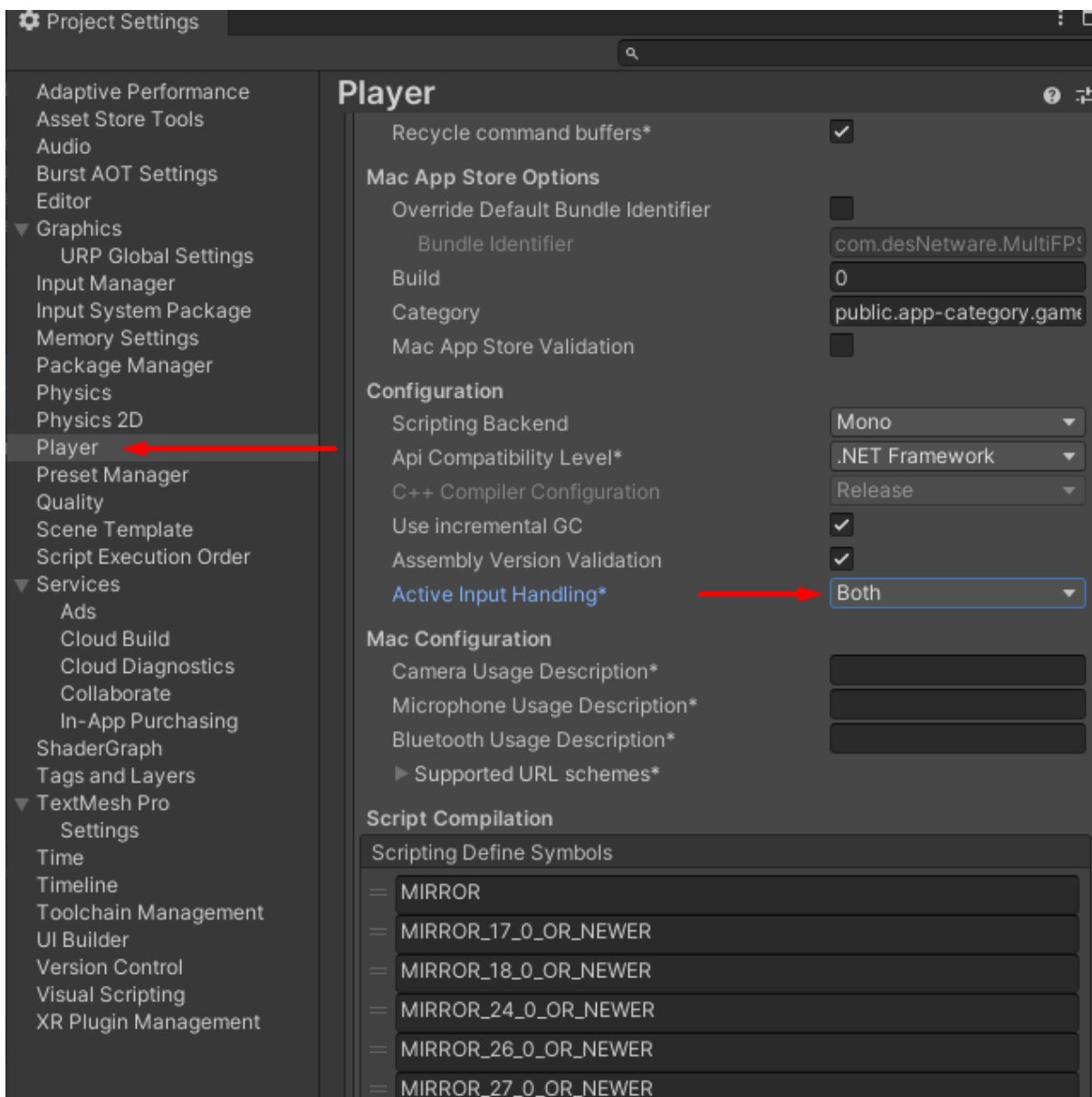
1. To enable new input system in project, go to build settings window:



Next at the bottom of the window click PlayerSettings button to access Project Settings window.

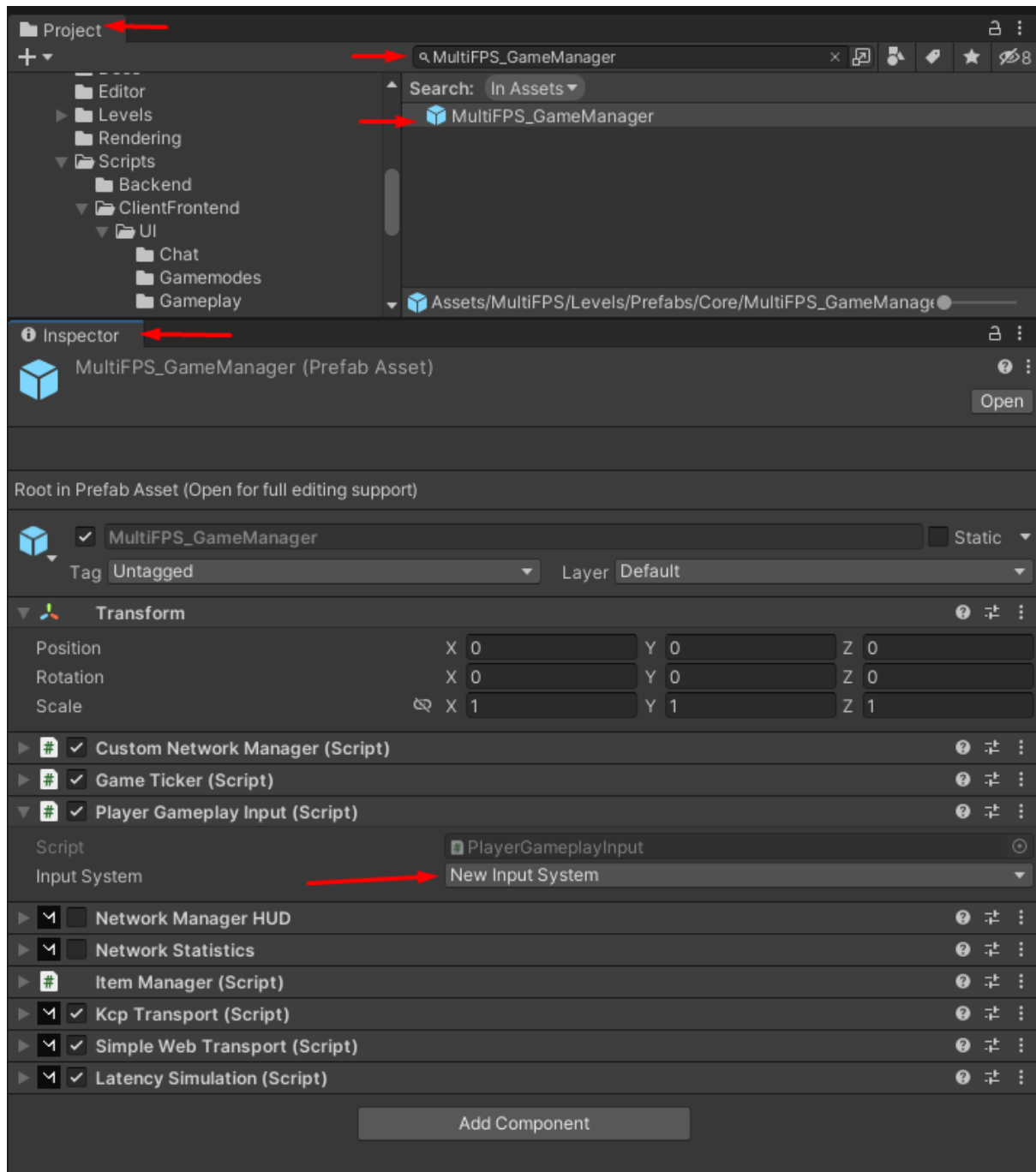


Now in Player Settings window go to "Player" section and set "Active Input Handling" to "Both".



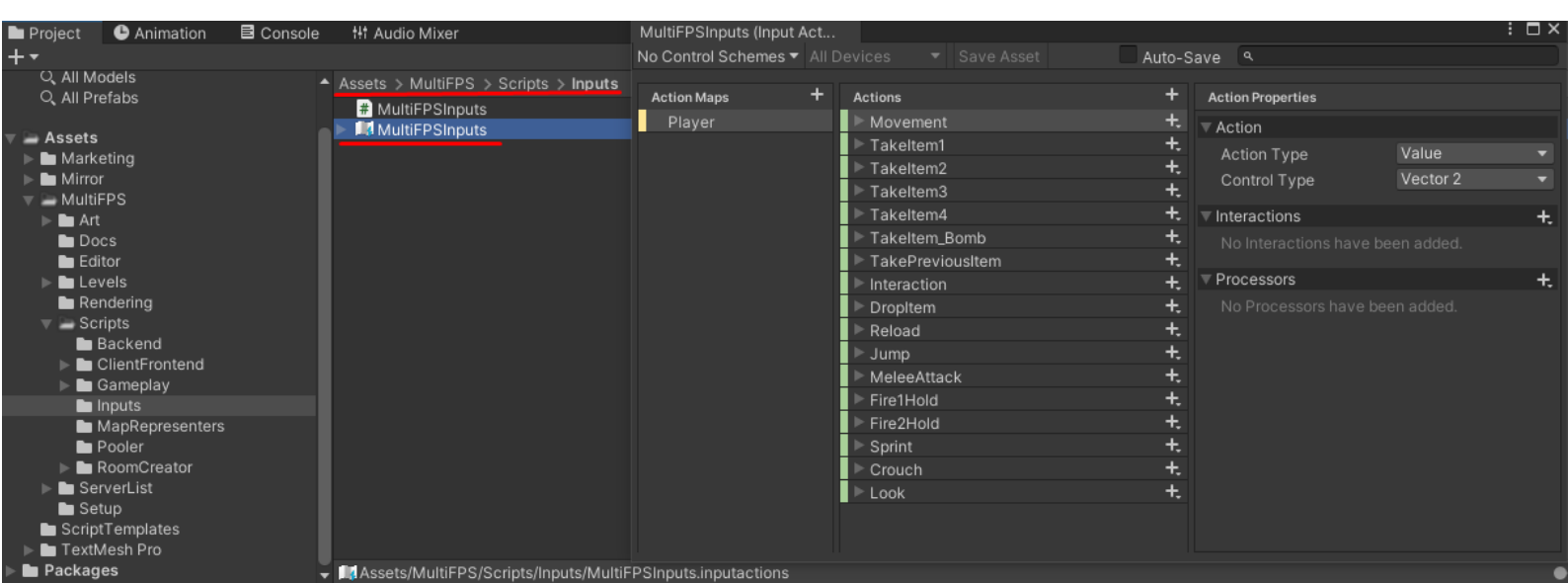
2. Last thing we must do is set in-game option for input handling to use new unity input system. To do that in "Project" window search for "MultiFPS_GameManager" prefab and select it.

Next in the inspector tab look for "PlayerGameplayInput" component and set "Input System" to "New input system".



3. Finished, new input system is now enabled and used by MultiFPS.

Input map can be found in:
Assets/MultiFPS/Scripts/Inputs



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