v1.3.0

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hinput is a simple gamepad manager for Unity - a [hilogo](#) project from [henri](#)

Instructions

1. Import the **hinput package** into your project.

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 of the most useful controls :

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

// Get the state of sticks and D-Pads :
hinput.gamepad[4].leftStick.position
hinput.gamepad[1].dPad.position

// Other useful features :
hinput.gamepad[0].X.justPressed
hinput.gamepad[2].rightBumper.doublePress
hinput.anyGamepad.rightStick.vertical
hinput.gamepad[7].Vibrate(0.5);
```

A few remarks

- **If you were using XInput** in your project before you imported hinput, do not import the XInput folder from hinput. Unity does not deal well with duplicate packages.

- **If you are building a project for WebGL**, do not import the XInput project from hinput. Everything will work just fine, except for the fact that you won't be able to use gamepad vibration. I'm still investigating this issue.

- **If you are using Unity 2019**, you have access to the preview of Input System. It should not be 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.