using UnityEngine;

using System.Collections;

using UnityEngine.UI;

public class UserInput : MonoBehaviour

{

/\*

Good luck folks! If you say to thanks, my LinkedIn profile link below

https://www.linkedin.com/in/malisasmaz

you can +rep my skills thanks!

VR\_LIONEYE HAVE 4 MOD;

FOR MOD CHANGE PRESS @-A -Mouse mod \*\* my codes not work on this mode

@-B -Horizontal bluetooth controller mode

@-C -Vertical bluetooth controller mode

@-D -Inactive mod also don't work nothing

for activate or changing modes press @ and other button what you need same time until see light

joystick button 3 - A -X1

joystick button 0 - B -X2

joystick button 2 - C

joystick button 1 - D

joystick button 11 - OnOff //only work @C mod

\*/

public GameObject myGo;

public Text myText;

float roll, pitch;

void Update()

{

roll = Input.GetAxis("Horizontal"); //joystick horizontal

pitch = Input.GetAxis("Vertical"); //joystick vertical

myGo.transform.position += new Vector3(roll \* 0.1f, pitch \* 0.1f, 0);

//Bluetooth Controller Joystick

if (Input.GetAxis("Vertical") > 0)

{

ButtonName("Up Pressed");

}

if (Input.GetAxis("Vertical") < 0)

{

ButtonName("Down Pressed");

}

if (Input.GetAxis("Horizontal") > 0)

{

ButtonName("Right Pressed");

}

if (Input.GetAxis("Horizontal") < 0)

{

ButtonName("Left Pressed");

}

// Bluetooth Controller Buttons VR\_Lioneye

if (Input.GetButtonDown("A"))

{

ButtonName("A");

}

if (Input.GetButtonDown("B"))

{

ButtonName("B");

}

if (Input.GetButtonDown("C"))

{

ButtonName("C");

}

if (Input.GetButtonDown("D"))

{

ButtonName("D");

}

if (Input.GetButtonDown("OnOff"))

{

ButtonName("OnOff");

myGo.transform.position = new Vector3(0f, 0f, 0f); //reset position

}

}

public void ButtonName(string ButtonName)

{

myText.text = ButtonName;

}

}

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