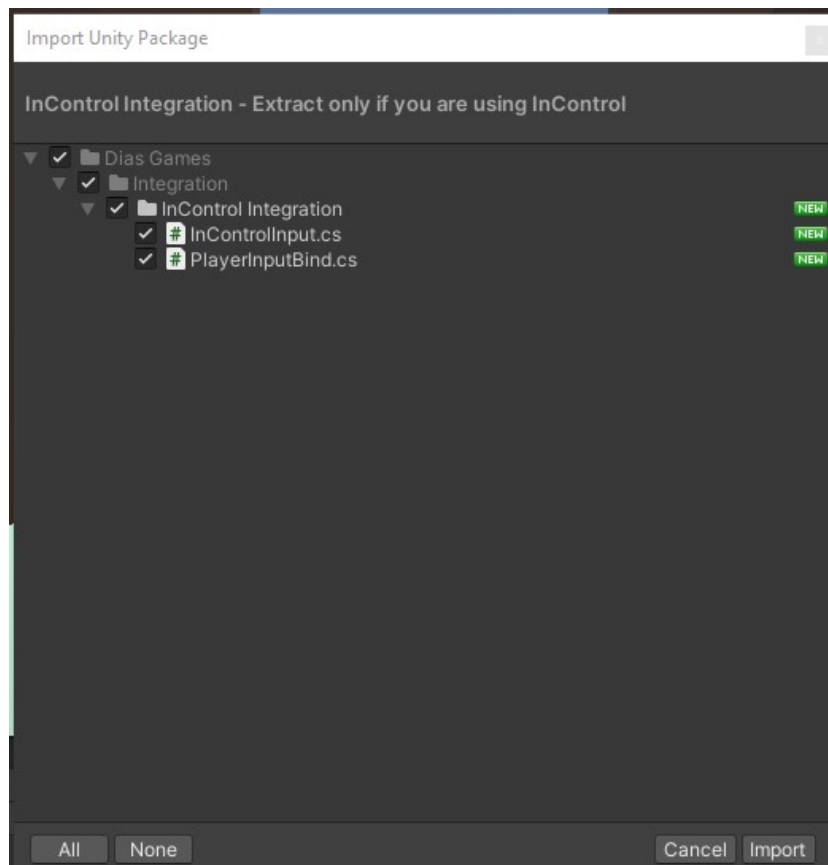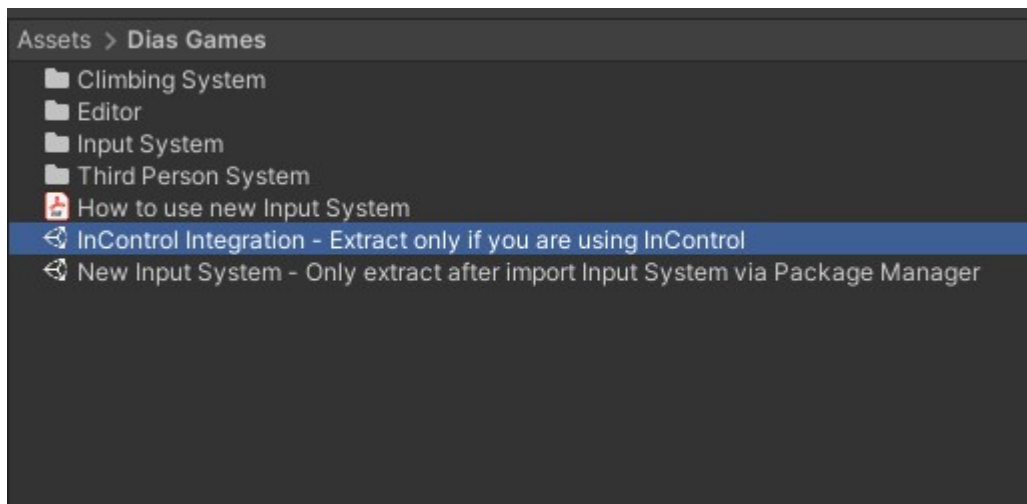# INCONTROL INTEGRATION

To use InControl in your project, you need to own the InControl asset.

Follow the instructions below to get it working:

1. Set InControl buttons normally as the asset says to do.
2. Extract this package in your Unity project.

3. In your character, add the following script: **InControlInput**.
4. Now you can set any button for your actions: