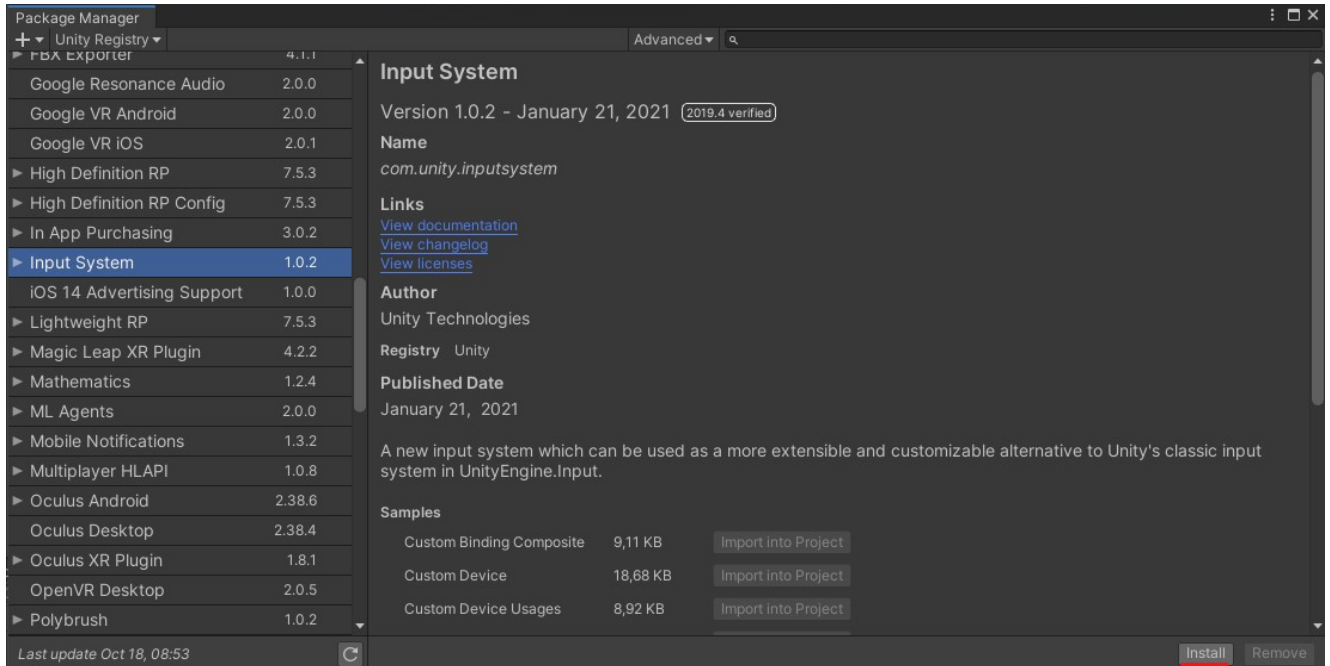# NEW INPUT SYSTEM INTEGRATION
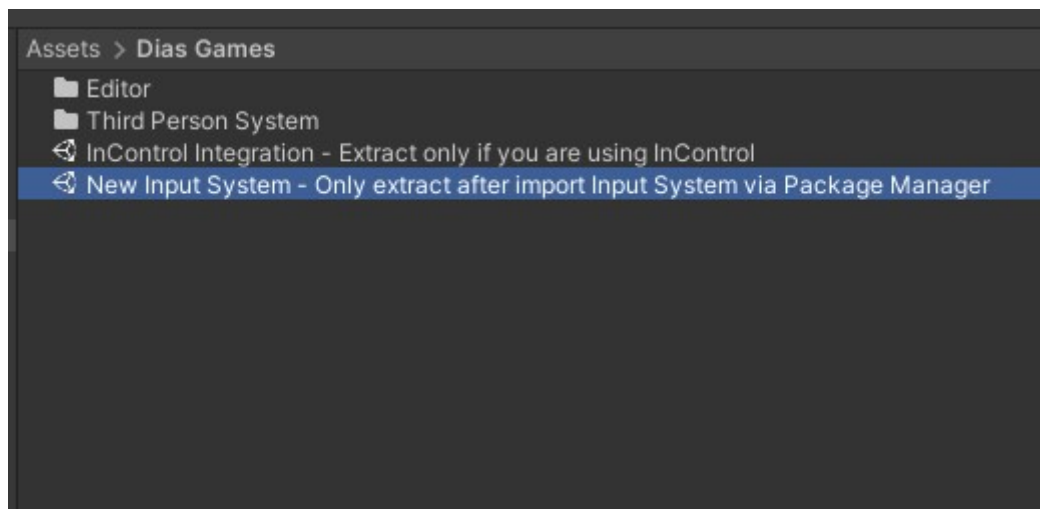## (Climbing System, Shooter System and Third Person System)

**IMPORTANT:** Only use the new Input System if you're already familiar with it.

To use the new Input System, follow the steps below:
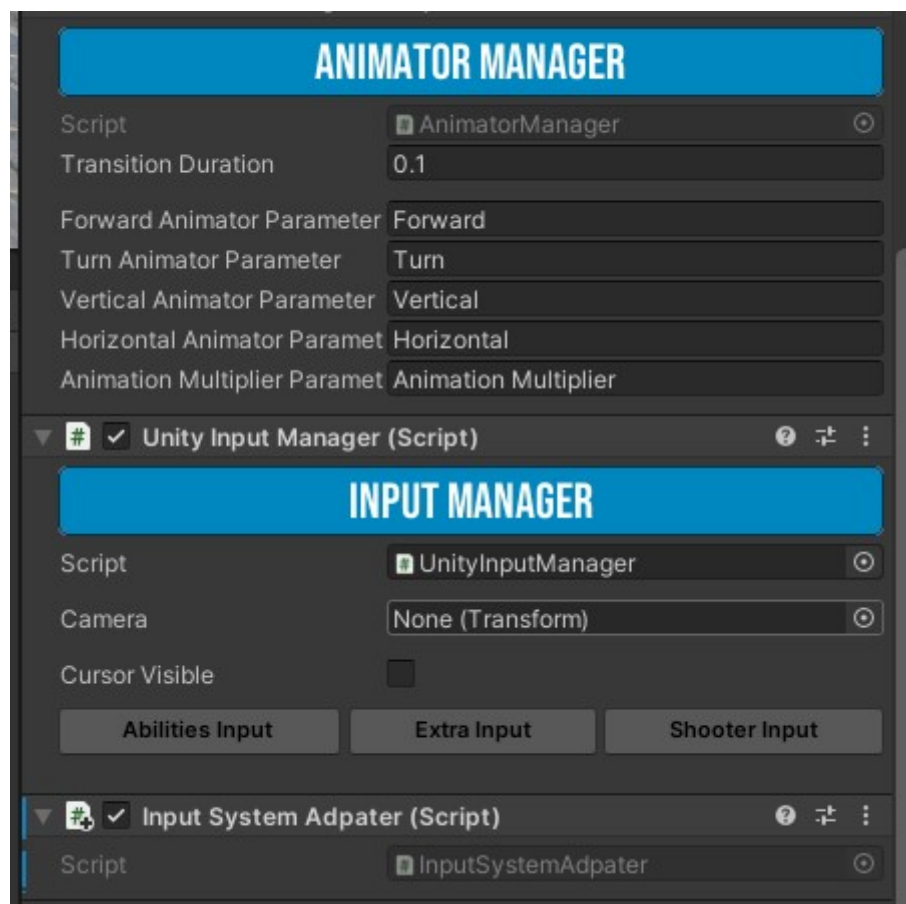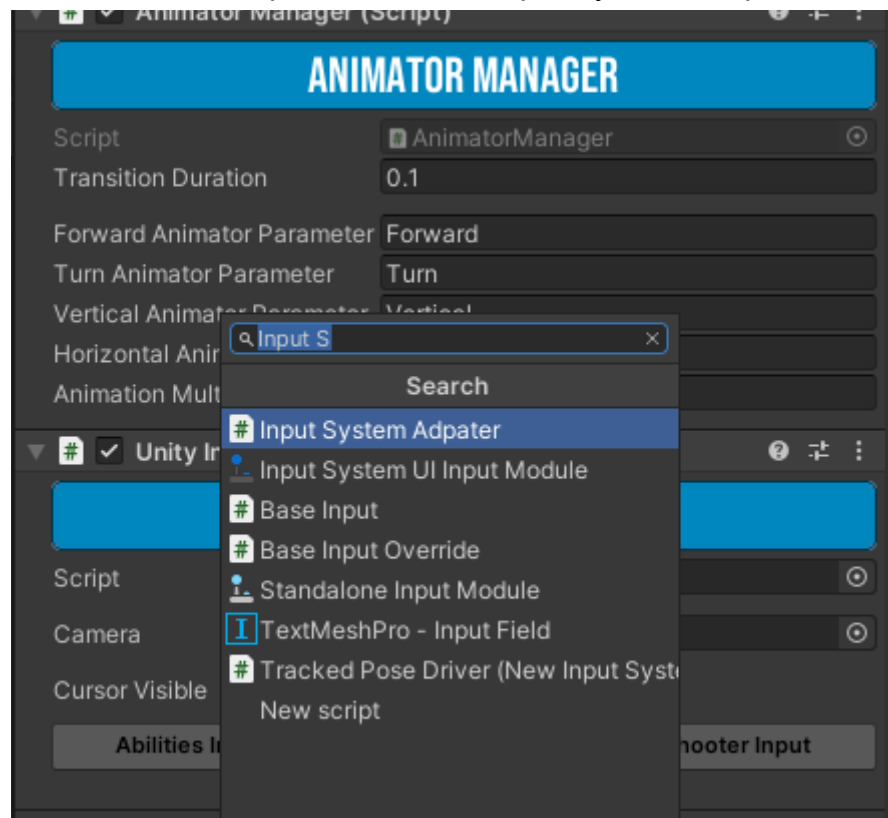
1. Install Input System via Package Manager:



2. Extract the Input System integration inside Dias Games folder:

3. Now, select the character prefab and add Input System Adapter to it:





4. Just press play and everything should work as expected.

**CUSTOMIZING INPUT**

After extract New Input System scripts, you can find, inside **Dias Games -> Input System** folder, a **Character Input Data**:
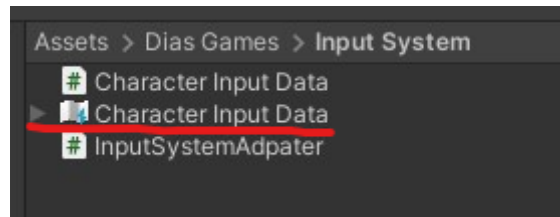


Open it and you can find all keys that are used in the asset:



You can change input for actions if you want. Only change it if you know how the Input System works. You can configure the Gamepad scheme.
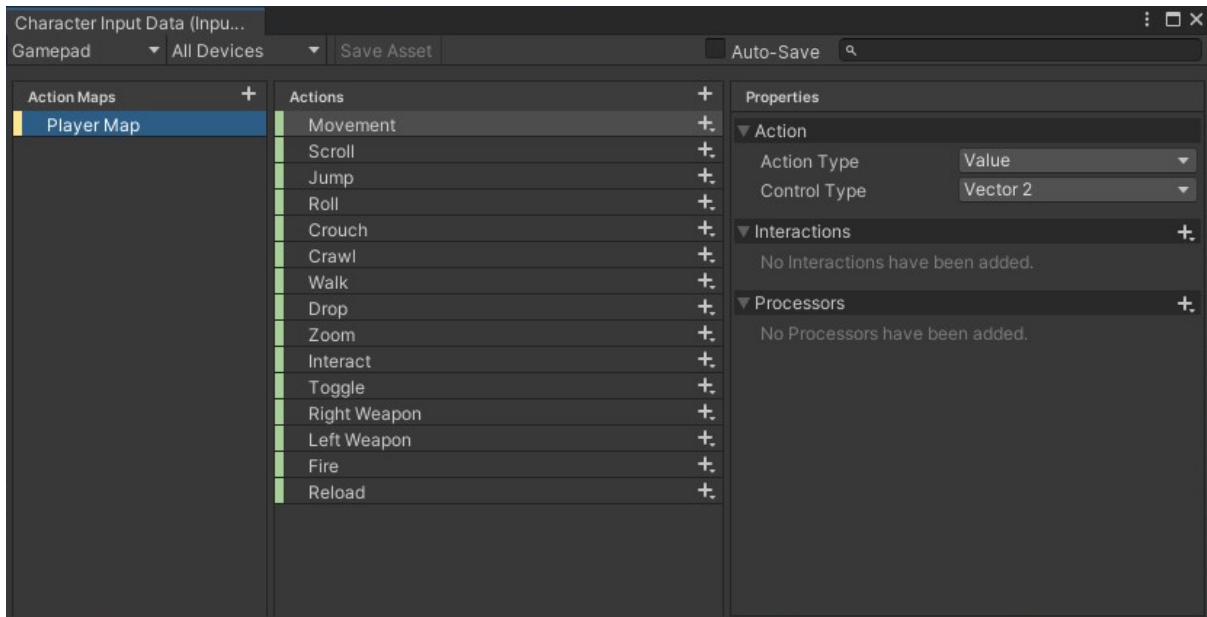
As you can see, there is no bind for any action for the Gamepad scheme. You can add binds depending on which gamepad you are targeting.

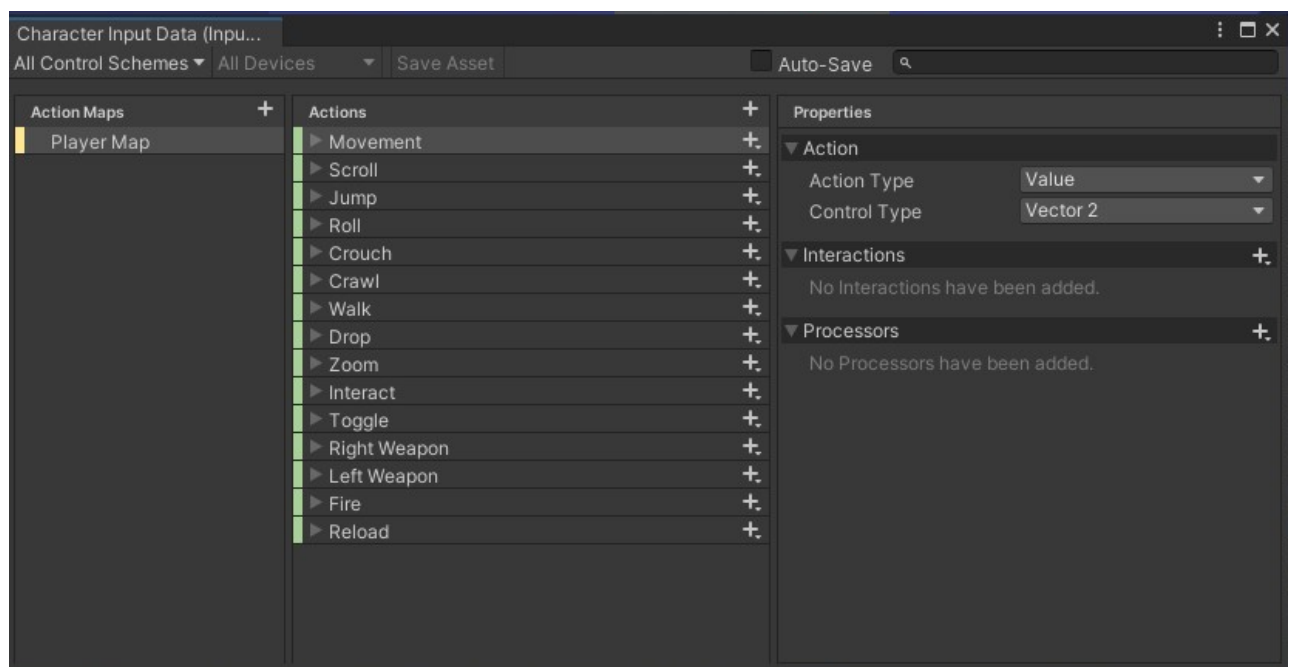To more information about schemes, Input System and actions, you can watch this Unity video about it: https://youtu.be/5tOOstXaIKE

You can also access Input System page: https://unity.com/features/input-system

**TROUBLESHOOTING**

In Climbing System you can get the following errors:
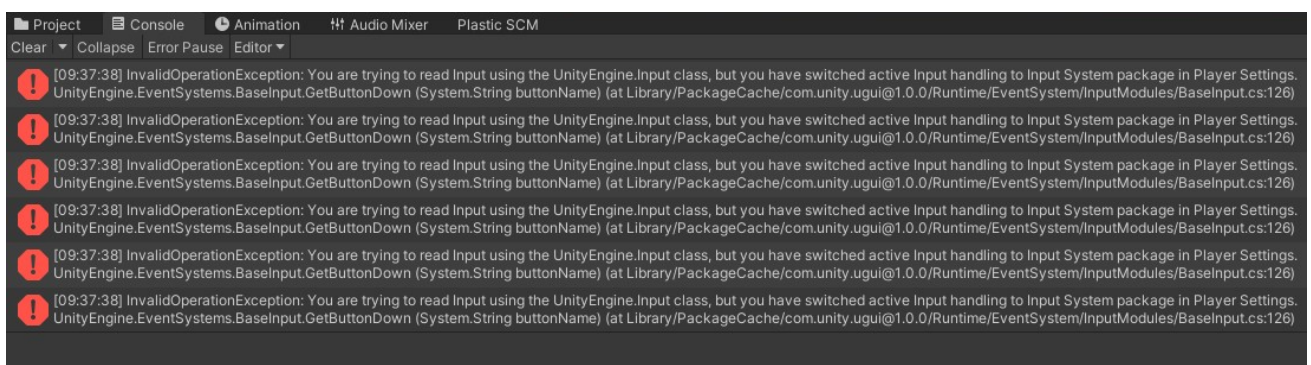


To solve it, go to Event System, and click to replace the Input Module:

## Climbing Level Demo*

- -------------------------------------
- Directional Light
- Game Controller
- -------------------------------------
- Main Camera
- Climbing Camera State Driven
- Climbing Character
- -------------------------------------
- Level
- -------------------------------------
- UI
- Canvas
- Tutorial triggers
- **EventSystem**

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☑ **EventSystem**  ☐ Static ▾

Tag Untagged   Layer Default

### Transform

| Position | X 0 | Y 0 | Z 0 |
| Rotation | X 0 | Y 0 | Z 0 |
| Scale | X 1 | Y 1 | Z 1 |

### ☑ Event System

| Script | EventSystem |
| First Selected | None (Game Object) |
| Send Navigation Events | ☐ |
| Drag Threshold | 10 |

### ☑ Standalone Input Module

⚠ You are using StandaloneInputModule, which uses the old InputManager. You are using the new InputSystem, and have the old InputManager module disabled. StandaloneInputModule will not work. Click the button below to replace this component with a InputSystemUIInputModule, which uses the new InputSystem.

**Replace with InputSystemUIInputModule**

| Script | StandaloneInputModule |
| Horizontal Axis | Horizontal |
| Vertical Axis | Vertical |
| Submit Button | Submit |
| Cancel Button | Cancel |
| Input Actions Per Secon | 10 |
| Repeat Delay | 0.5 |

**Add Component**