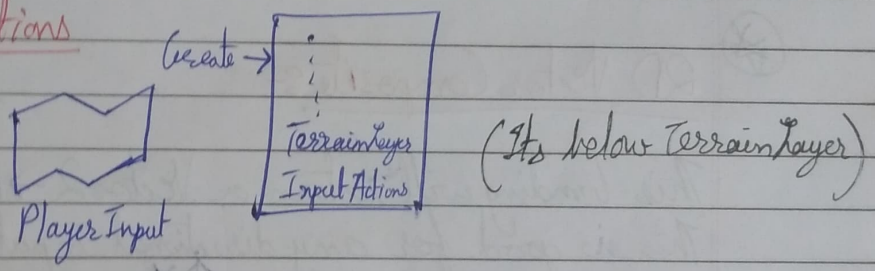
Unity's Input System (NEW)

1. → Character Controller
   → (Don't add Rigid body)
2. → Position it at x=0, y=0.6, z=0

Go to :- Package Manager → Unity Registery
↓
Click "Yes" ← Install Input System

Create Input Actions



We have 3 things :-

Action Map	Actions	Properties
On Foot	Movement	
	▽WASD	
	Up	→ W
	Down	→ S
	Left	→ A
	Right	→ D
	Jump	
	Space	→ SPACE

Let say we have

ActionMap → OnFoot

Under its Actions, we could have every action player can do while it is walking around on ground.

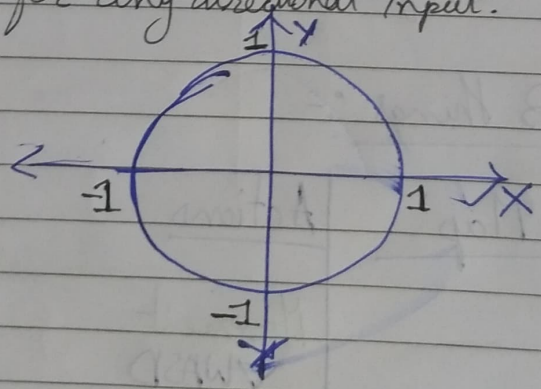
For OnFoot, we have Action called Movement

Every action can have multiple bindings

[Binding] triggers → [Action]

(*) 2D Vector Composite :-

This binding will return a Vector2 → between −1 and 1
This is good for any directional input.



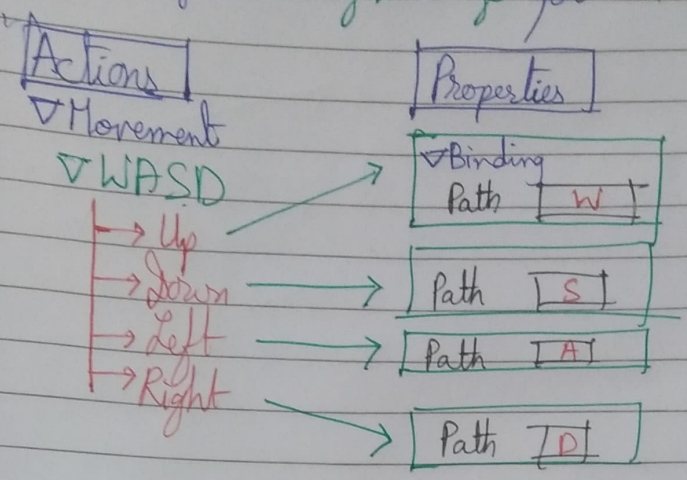
(#) But, in newer version of Unity, #2D Vector Composite has been changed.

In Properties Tab, (Action Properties)
- Change 'Action Type' → 'Value'
- Change 'Control Type' → 'Vector 2'

Then :-
- Right Click on 'Movement' Action
- Select 'Up/Down/Left/Right' Composite

WASD

Now, we will set up the "Key Bindings" for Movement



When you click on Path [ ]

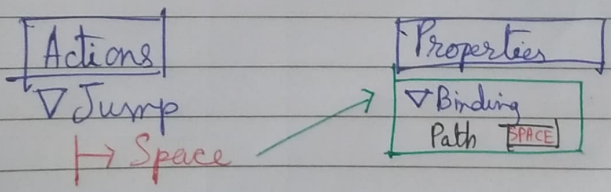
Type W, A, S, D respectively

[Keyboard]

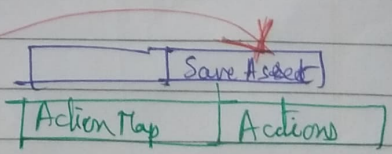
(∵ we are setting up keyboard binding)

Jump

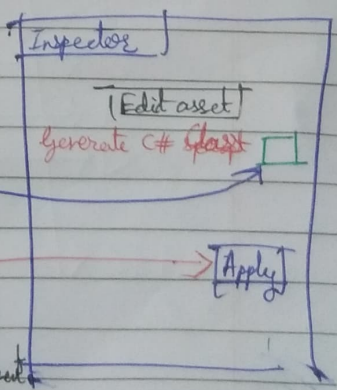
Now, we will set up the "Key Bindings" for Jump



Now, click on Save Asset



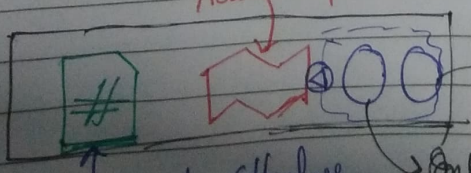
Then, in the Inspector window



check mark this!!

Player Input Action Map

click on Apply



Player Input C# class