



v3.0

## Install

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## Instructions

1. Import the **Hinput package** into your project.
2. Click “**Tools > Hinput > Set Up Hinput**”.
3. If a warning message appears in your console, click “**Assets > Reimport all**”.
4. **That’s it!** Hinput is ready to use.

Here are some of the most useful controls :

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

// Get the position of sticks and D-Pads :
Hinput.gamepad[0].leftStick
Hinput.gamepad[0].dPad

// Other useful features :
Hinput.gamepad[0].X.justPressed
Hinput.gamepad[0].rightBumper.doublePress
Hinput.gamepad[0].rightStick.vertical
Hinput.gamepad[0].Vibrate();
```

Feel free to read the **Learn** guide, and open the **Hinput Example Scene** to experiment with the controls for yourself.

If you have questions, feel free to email [hello@hinput.co](mailto:hello@hinput.co).

## 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 using Unity 2019 or later**, you have access to the preview of the new Input System. Sometimes the old Input Manager will be disabled because of this, which prevents Hinput from working properly. Here is how to check which system you are using :
  - Click “**Edit > Project Settings**”.
  - Navigate to “**Player > Other settings > Configuration**”.
  - Make sure that “**Active Input Handling**” is set to “**Input Manager**” or “**Both**”.
- **To uninstall Hinput**, simply go to “**Tools > Hinput > Uninstall Hinput**”. If a warning message appears in your console, click “**Assets > Reimport all**”.

This will remove Hinput’s controls from your InputManager, but the Hinput folder will remain. You can undo this action at any time by simply clicking “**Tools > Hinput > Set Up Hinput**” again.

