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hinput is a simple gamepad manager for Unity - a hilogo project from henri

Instructions

1. Import the **hinput package** into your project.

2. In your Unity editor, navigate to the **Tools** menu then click **hinput > Setup hinput**

3. **That's it !** hinput is ready to use. Here are a few of the most useful controls :

```
// Get the state of buttons, triggers and stick directions :
hinput.gamepad[0].A.pressed
hinput.gamepad[6].leftTrigger.pressed
hinput.anyGamepad.rightStick.left.pressed

// Get the state of sticks and D-Pads :
hinput.gamepad[4].leftStick.position
hinput.gamepad[1].dPad.position

// Other useful features :
hinput.gamepad[0].X.justPressed
hinput.gamepad[2].rightBumper.doublePress
hinput.anyGamepad.rightStick.vertical
hinput.gamepad[7].Vibrate(0.5);
```

Note : If you are using Unity 2019, you have access to the preview of **Input System**. It is usually not enabled by default, however it is not compatible with hinput.

Here is how to check which system you are using : In the **Edit** menu, click **Project Settings**, then navigate to **Player > Other settings > Configuration**, and make sure that **Active Input Handling** is set to **Input Manager**.