using System;

using UnityEngine;

namespace UnityStandardAssets.CrossPlatformInput

{

public class ButtonHandler : MonoBehaviour

{

public string Name;

void OnEnable()

{

}

public void SetDownState()

{

CrossPlatformInputManager.SetButtonDown(Name);

}

public void SetUpState()

{

CrossPlatformInputManager.SetButtonUp(Name);

}

public void SetAxisPositiveState()

{

CrossPlatformInputManager.SetAxisPositive(Name);

}

public void SetAxisNeutralState()

{

CrossPlatformInputManager.SetAxisZero(Name);

}

public void SetAxisNegativeState()

{

CrossPlatformInputManager.SetAxisNegative(Name);

}

public void Update()

{

}

}

}