



Better InputManager



Separated lists for each axis type

Input Manager (Better)

Keys And Buttons	Mouse Movements	Joystick Axes
= Horizontal		
= Vertical		
= Fire1		
= Fire2		
= Fire3		
= Jump		
= Fire1		
= Fire2		
= Fire3		
= Jump		
= Submit		
+		-

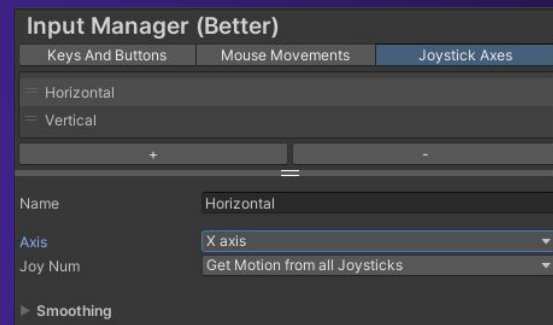
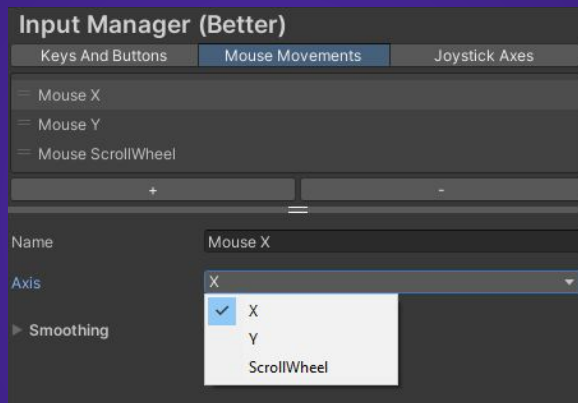
Input Manager (Better)

Keys And Buttons	Mouse Movements	Joystick Axes
= Mouse X		
= Mouse Y		
= Mouse ScrollWheel		
+		-

Input Manager (Better)


Keys And Buttons	Mouse Movements	Joystick Axes
= Horizontal		
= Vertical		
+		-


Filtered out parameters




Intuitive button picking

Pick a button ✕







Gamepad Buttons

Joystick Any ▼

Button 0 ▼

Ok

Clear

Cancel

Pick a button ✕







Keyboard Keys

Key type LETTER ▼


Key A - a ▼


Ok


Clear

Cancel

Pick a button ✕







Mouse Buttons

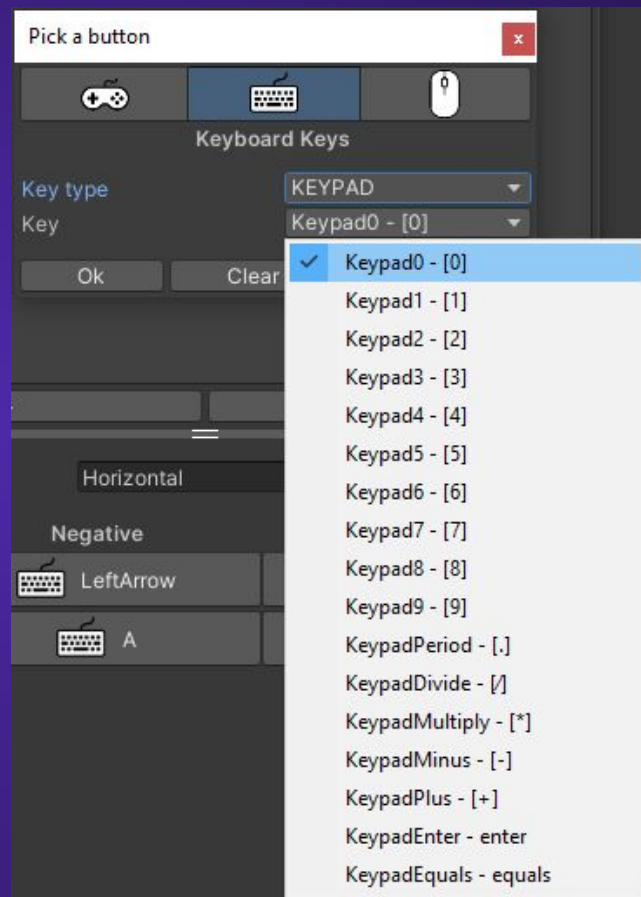
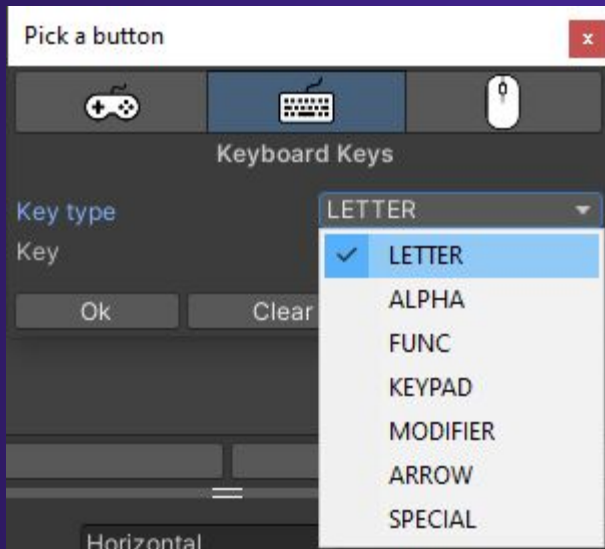
Mouse button 0 ▼

Ok

Clear

Cancel

No more name guessing



Smoothing parameters regrouped in a collapsible way

▼ Smoothing

Gravity	3
Dead	0.001
Sensitivity	3
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>