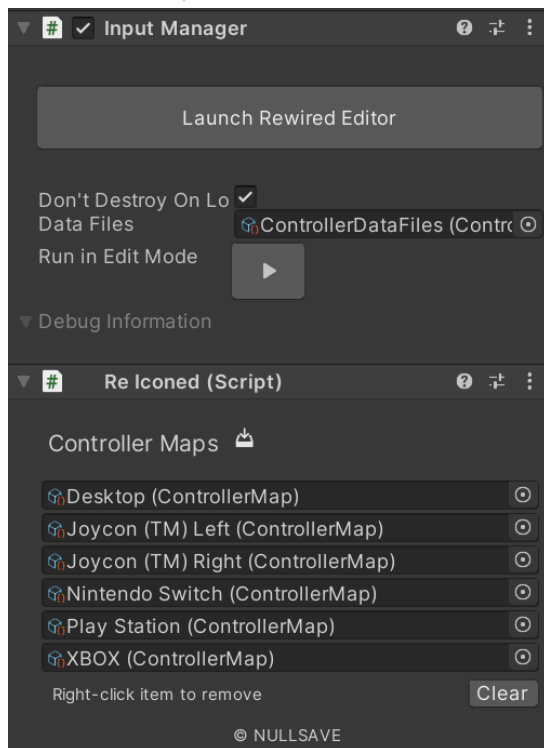# ReIconed²

Version 2.0 – Released January 2022

1   Introduction

ReIconed is an add-on tool for ReWired (by Guavaman Enterprises) that allows you to map icons to actions. **ReIconed** automatically detects changes in controllers and selects the correct icon for the action/controller combination.

2   Setup

To setup **ReIconed** simply locate your ReWired Input Manager asset or prefab and add the **ReIconed** script to it. Drag and drop any controllers you wish to support into ReIconed (our maps are found in NullSave/ReIconed 2/Controller Maps).

You are now ready to start using **ReIconed**!

3   UI Components

ReIconed Image Action

This component can be added to any *Image* to display the sprite associate with a specific action. The UI is updated anytime a controller change is detected in Rewired.
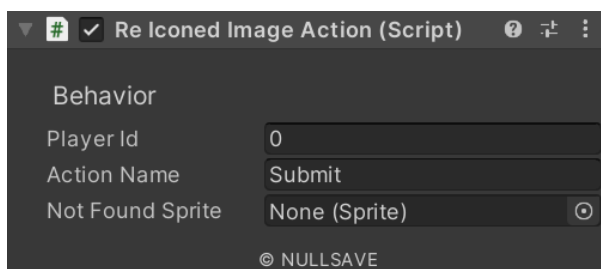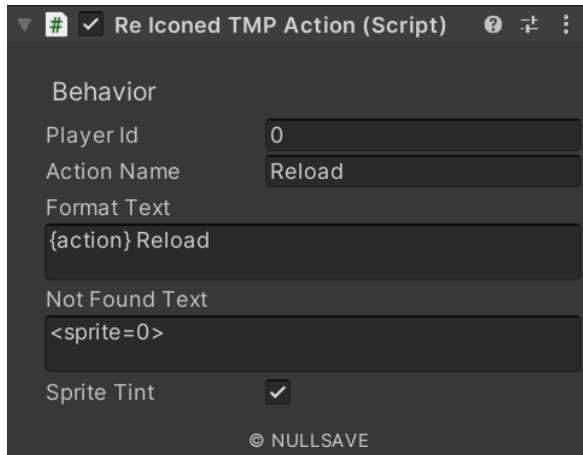
Player Id – Rewired Player Id

Action Name – Name of the Rewired action to get the image for

Not Found Sprite – Sprite to use if action cannot be found for controller

ReIconed TMP Action

This component monitors a single action and uses that to update an attached Text Mesh Pro object with the proper Sprite Asset and Index.

Player Id – Rewired Player Id

Action Name – Name of the Rewired action to get the image for

Format Text – Preformatted text to apply to the attached Text Mesh Pro. {action} is replaced by the sprite found for "Action Name"

Not Found Text – {action} in Formatted Text is replace with this value if the action or map cannot be found

Sprite Tint – When checked this allows the Text Mesh Pro object to apply colors to the sprite.
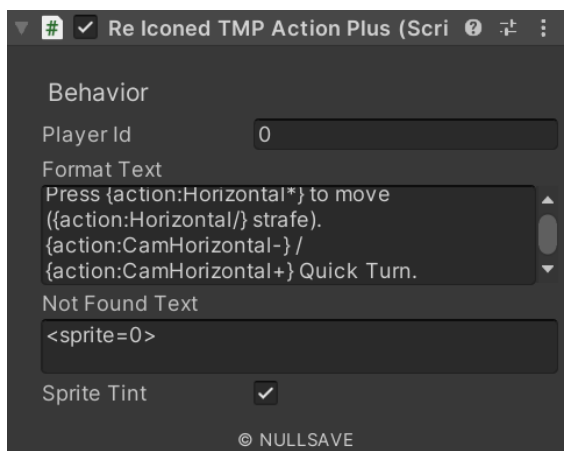
Methods

```
public void SetFormatText(string value)
```

Calling this method with update the "Format Text" value and force the UI to update.

ReIconed TMP Action Plus

This component monitors multiple actions and uses that to update an attached Text Mesh Pro object with the proper Sprite Asset and Index.

Player Id – Rewired Player Id

Action Name – Name of the Rewired action to get the image for

Format Text – Preformatted text to apply to the attached Text Mesh Pro. {action:ActionName} is replaced by the sprite found for "ActionName"

Not Found Text – {action:ActionName} in Formatted Text is replace with this value if the action or map cannot be found

Sprite Tint – When checked this allows the Text Mesh Pro object to apply colors to the sprite.

Methods

```
public void SetFormatText(string value)
```

Calling this method with update the "Format Text" value and force the UI to update.

Relconed TMP Monitor

This *obsolete* component has been left in for backwards compatibility. It uses the update method to monitor the attached Text Mesh Pro component for any instances of {action:ActionName} and replaces them with formatted text. Consider using *Relconed TMP Action Plus* instead.
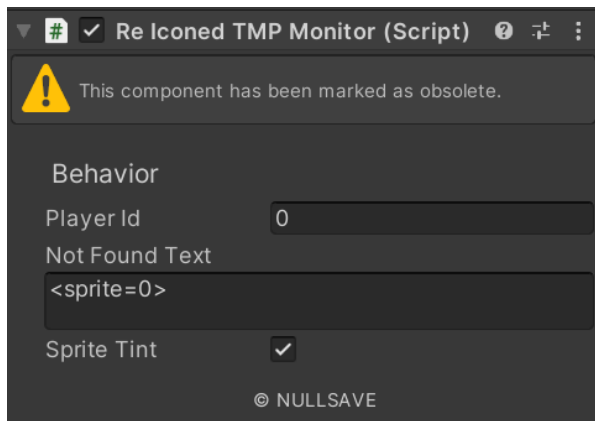
Player Id – Rewired Player Id

Not Found Text – {action:ActionName} in Formatted Text is replace with this value if the action or map cannot be found

Sprite Tint – When checked this allows the Text Mesh Pro object to apply colors to the sprite.

4   Modifiers

There are 4 modifiers that can be used with action names in Relconed, each one **must** be setup inside of the Controller Map to work. They can be accessed by appending the corresponding modifier symbol to the end of the action name.

| Modifier Symbol	Meaning
+	Positive Axis
-	Negative Axis
/	Positive or Negative (example: Left or Right on a Joystick)
*	Any Status (example: All Directions on a Joystick)

4 Creating Custom Mappings

If you want to add additional hardware, of use your own artwork, setup is simple.

- Begin by creating a Power of 2 image (512x512, 1024x1024, etc)
- Import to Unity and be sure "Generate Mip Maps is enabled in the "Advanced" section
- Open the Sprite Editor and divide into appropriate cells
- Create a text file to define cells for TextMesh Pro (covered in TextMesh Pro documentation)
- Create a TextMesh Pro Sprite Asset from your image
- Right-click in your project pane and select Create > ReIconed Input Map
- Assign images to your inputs
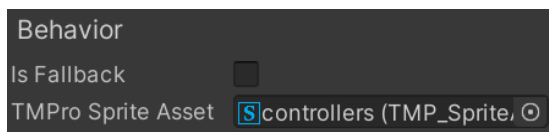
Is Fallback – If checked this controller will be used regardless of the assigned "Compatible Joysticks" if no appropriate map can be found

TMPro Sprite Asset – Sprite Asset to assign to Text Mesh Pro object when using this mapping
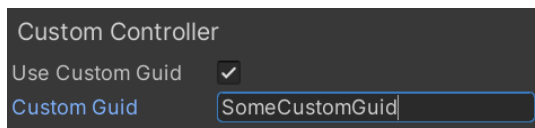

Use Custom Guid – Check this box when working with a controller not listed in the "Compatible Controllers" list

Custom Guid – Guid associated with this controller
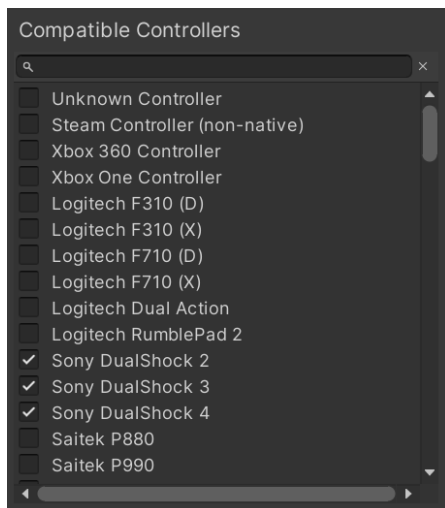
This searchable list of known controllers allows to you to select with controller(s) you wish to associate with this map. In the example here the map will be used for all versions of the Sony DualShock controller.
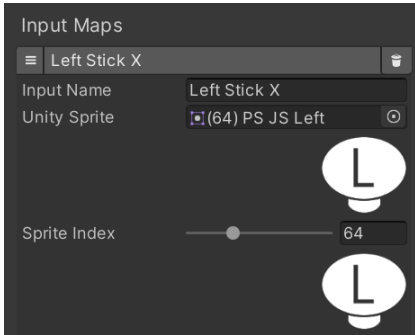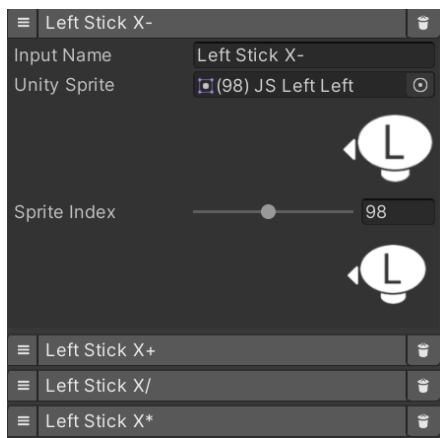
Input Name – Must match the name provided by *ReWired* exactly

Unity Sprite – is used by Images

Sprite Index – defines the index of the sprite on your Text Mesh Pro Sprite Asset

If you wish to support modifiers for this input map, you'll need to create additional input keys with the modifiers attached to the name as seen below.

5   Change Log

Version 2.0

- Controller maps can now map to multiple controllers
- Added searchable list to Controller Map
- Updated all UI components to listen to Rewired events instead of using Update
- Marked ReIconedTMPMonitor as obsolete
- Updated code to always prefer attached controller over keyboard
- Updated all components to require Player Id supplied
- Added ability to mark a map as a "Fallback" (aka default)
- Updated installer to automatically install newer assets for Unity 2019+ while keeping compatibility with 2018
- Improved map selection (no longer uses "GetLastActiveController"

Version 1.4

- You can now work with custom defined controllers
- Added missing package with updates sprites for newer Unity versions
- Updated to check Player.GetLastActiveController
- Added standard NullSave editor
- ReIconed now reports in the Scripting Define Symbols

Version 1.3

- You can now place suffixes at the end of axis names for icon combinations
    - "-" Display the negative axis icon
    - "+" Display the positive axis icon
    - "/" Display both the negative and positive icons
    - "*" Display positive and negative icons for both axes
- Added a package with updates sprites for newer Unity versions
- Added additional icons and updated demo

Version 1.2

- Added ReIconed TMP Action Plus component

Version 1.1

- Added Tint Support
- Added check for active map