

## 6 Steps to Integrate ISH into Gamebryo Framework

**Warning:** This assumes you have done tutorial work to move character and the camera.

1. Create a key config file using the editor. Alternatively, you could use the sample provided (keyConfig.ini)
2. Add path to the include files and lib file for ISH in your project. Then copy **ish.dll** (or **ish\_d.dll** in debug build) to the same directory as where your executable file is created.
3. Copy **ish\_setting.ini** and your newly created key config file (or given example) to the directory of the project file (or directory of .exe file if you are directly running .exe)
4. Add the following code (in this example, I have added it inside GameObject.cpp)

```
#include <ISH.h>
using namespace ish; //optional

...

bool GameObject::Initialize()
{
    ...
    ish::ISH::Initialize();
    ...
}

void GameObject::UpdateFrame()
{
    ...
    ish::ISH::Update();
    ...
}

void GameObject:: Terminate()
{
    ...
    ish::ISH::Shutdown();
    ...
}
```

5. Inside CharacterControlInputHandler.cpp, Include ISH.h and replace the following lines:

```
int iVertAxisValue = pkGamePad->GetAxisValue( NiInputGamePad::NIGP_DEFAULT_LEFT_VERT );  
  
int iHorzAxisValue = pkGamePad->GetAxisValue( NiInputGamePad::NIGP_DEFAULT_LEFT_HORZ );
```

To these:

```
int iHorzAxisValue = (int)( ish::ISH::GetInputValue( "MoveX" ) * 100 );  
  
int iVertAxisValue = (int)( ish::ISH::GetInputValue( "MoveY" ) * 100 );
```

6. Inside CommonInputHandler.cpp, include ISH.h and replace the following lines:

```
if ( pkKeyboard->KeyWasPressed(NiInputKeyboard::KEY_ESCAPE) )  
{  
    PostMessage( pTheGame->GetWindowReference(), WM_DESTROY, 0, 0 );  
}
```

To the following:

```
if ( ish::ISH::GetInputValue( "Exit" ) )  
{  
    PostMessage( pTheGame->GetWindowReference(), WM_DESTROY, 0, 0 );  
}
```

## Note

It is important that **ish\_setting.ini** file is in the same directory as the executable for both game (and project file if you are running it from VS's IDE) and the editor. If **ish\_setting.ini** is not found, both editor and ISH will not function properly.