

Gamepad Input



Overview

`GamePad.cs` provides a simple and intuitive interface for accessing gamepad state. Button, axis and trigger state can be accessed as follows:

```
GamePad.GetTrigger(GamePad.Trigger.RightTrigger, Gamepad.Index.One);
```

```
GamePad.GetAxis (GamePad.Axis.LeftStick, Gamepad.Index.Two);
```

```
GamePad.GetTrigger(GamePad.Trigger.RightTrigger, Gamepad.Index.Four);
```

A snapshot of the gamepad's state can also be retrieved in a fashion similar to that of XNA.

```
GamepadPadState state = GamePad.GetState(Gamepad.Index.Any);
```

How to

The script requires the axes of the gamepad to be set up with a specific naming convention in the Input Manager. The simplest way of achieving this is to replace the `InputManager.asset` located in the `ProjectSettings` folder with the version contained in the package.

WARNING: this will overwrite all existing input settings! It may be worth making a backup copy of your `InputManager.asset` before overwriting it just to be safe.

Alternatively, if you do not wish to overwrite you existing `InputManager.asset` you may set the axes up manually using the same naming conventions.

Demo

A demo scene is included in the project. It will work out of the box provided that input axes are set up as described above. The script supports for PC, Mac and the Web.