First Steps with PlayMaker actions for cInput

Thank you for buying the PlayMaker actions for cInput!

This is a short manual with first steps you should read to prevent errors:

- All actions in this package are grouped in "cInput" and begin with CInput…
- Use the *CInputInit* Action in scene before you call any other actions, otherwise cInput won't work!
- Each key you want to use later have to be defined with the *CInputSetKey* action! To prevent spelling mistakes you can use FSM String variables as key names (don't forget to fill in a text as key name) and use them instead of retyping the key names all the time.
- If you want to setup a axis you must define 2 keys before with *CInputSetKey* and use them in the *CInputSetAxis* action! Otherwise you will get a cInput defined error that the keys aren't set.

If you need more details on cInput functionality, you should read the official manual:

http://cinput2.weebly.com/uploads/4/7/7/4/4774872/cinput_2.4.0_reference_manual.pdf

We hope you enjoy this package!
Your devandart Team

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