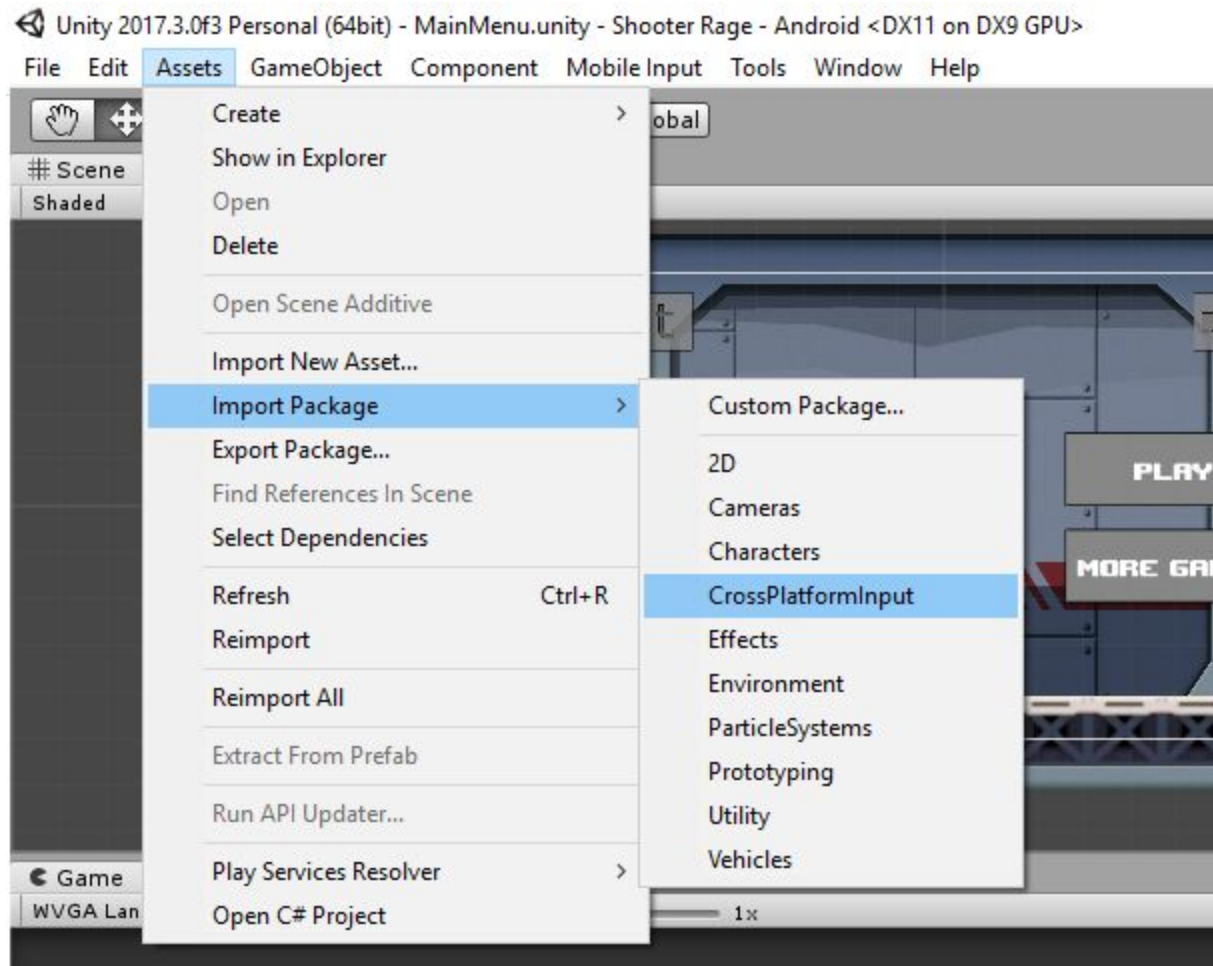
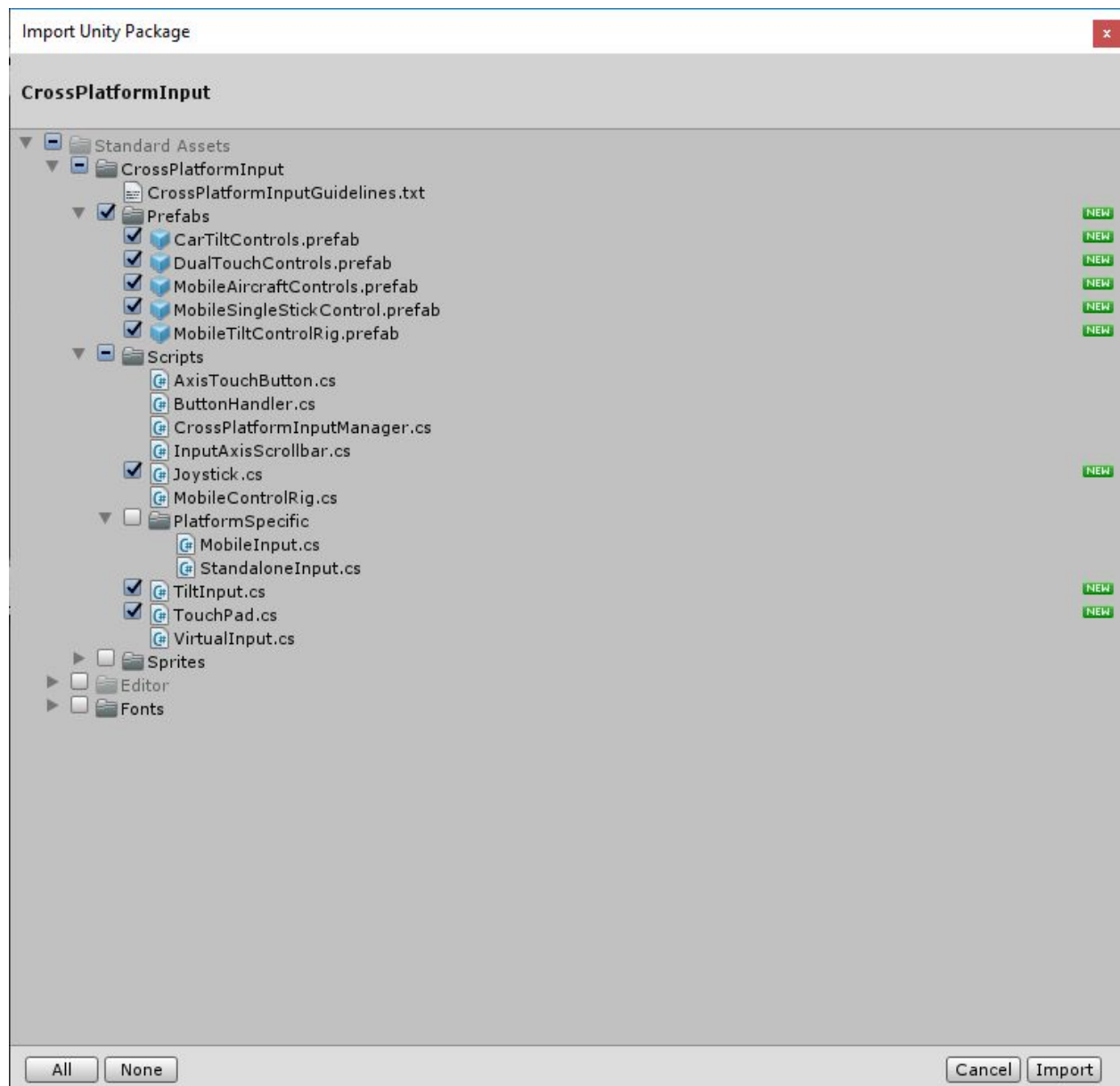


Adding Cross Platform Input

Import CrossPlatform Input





Import everything.

If you get any issue email me madfireongames@gmail.com

CrossPlatformInput Not Available

If you don't see the CrossPlatformInput option go to the below link:-

<https://unity3d.com/get-unity/download/archive>

And download Standard Asset for your respective unity version and install it.

The screenshot displays the Unity download archive page. At the top, there are tabs for different Unity versions: Unity 2017.x (selected), Unity 5.x, Unity 4.x, and Unity 3.x. Below the tabs, a list of Unity versions is shown, each with its release date and download options. The versions listed are Unity 2017.3.0, Unity 2017.2.1, Unity 2017.2.0, Unity 2017.1.2, Unity 2017.1.1, and Unity 2017.1.0. For each version, there are buttons for 'Downloads (Win)', 'Downloads (Mac)', and 'Release notes'. A dropdown menu is open for the 'Downloads (Win)' button of Unity 2017.3.0, showing options: 'Cache Server', 'Built in shaders', 'Standard Assets' (highlighted), 'Example Project', and 'Samsung TV Support Installer'.

Unity Version	Release Date	Downloads (Win)	Downloads (Mac)	Release notes
Unity 2017.3.0	19 Dec, 2017	Downloads (Win) ^	Downloads (Mac) v	Release notes
Unity 2017.2.1	12 Dec, 2017		Downloads (Mac) v	Release notes
Unity 2017.2.0	12 Oct, 2017		Downloads (Mac) v	Release notes
Unity 2017.1.2	6 Oct, 2017	Downloads (Win) v	Downloads (Mac) v	Release notes
Unity 2017.1.1	4 Sep, 2017	Downloads (Win) v	Downloads (Mac) v	Release notes
Unity 2017.1.0	10 Jul, 2017	Downloads (Win) v	Downloads (Mac) v	Release notes