

Gamepad Input



Getting Started

To access the gamepad analogue sticks the InputManager file needs to be overwritten with the version provided by the package. This is done as follows:

- 1) Unzip the **InputManager.zip** file located in Assets/GamepadInput/ to a location outside of the Assets folder.
 - 2) Move the extracted file into the **ProjectSettings** folder and overwrite the existing InputManager.asset file.
- **WARNING:** This will overwrite any input that has already been set up! If you are uncertain then make a copy of your InputManager.asset before proceeding just in case.
 - That's it! The package set up. Plug in a game pad and open the demo scene to test it out...

Demo

A demo scene is included in the project. It works out of the box provided that InputManager.asset file has been replaced, as described above.

Overview

[GamePad.cs](#) provides a simple and intuitive interface for accessing the state of all four gamepads. Button, Axis and Trigger state can be retrieved as follows:

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

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

```
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. Four);
```

Known Issue

"When I tried to launch the scene unity crashed and presented the following error:"

Fatal Error!
Obj -> IsPersistent()

It would seem that InputManager file was not unzipped to a location outside of the Assets folder. Unfortunately Unity does not care for having ProjectSetting files imported into the Assets folder. Luckily despite the crash being inconvenient it's not a huge issue. When you reopen the project everything will be in order and next time the play button is pressed the scene will launch as expected. Apologies for any data you may have lost due to the crash, though common sense would suggest saving and/or backing up before importing any new packages.