

Controller Tester Documentation



Introduction

Ever get a new game controller but are unsure of what joystick buttons or axis it maps to in the Unity Input API? Well here is a free asset that automatically will tell you what inputs your controller uses. Can be used in Editor or in any build for any of the Unity Supported Platforms.

Features

- Easy to use test scene
- Controller results appear immediately
- Works in editor and builds
- Compatible with all Unity platforms

Example Scene

Controller Tester contains one easy to use example scene. Simply hit play on this scene in the editor or do a build on the platform you desire and run the build. Once the scene is running you will be presented

with a graphical representation of the current state of any connected controllers. Simply press the buttons or move the joysticks and you will see the mappings appear on screen. This is helpful as it will let you know what mappings the controller uses. That's all there is to it! The below screen was taken on a windows machine with an xbox 360 controller while pressing up on the left stick and pushing the "A" and "B" buttons. As you can see the axis shows wheter Unity is registering positive or negative currently and the buttons indicate whether they are being pressed or not. All the blank entries indicate that the buttons/joysticks are not being pressed currently.

Axis		Button	
1	11	0 pressed	10
2 negative	12	1 pressed	11
3	13	2	12
4	14	3	13
5	15	4	14
6	16	5	15
7	17	6	16
8	18	7	17
9	19	8	18
10	20	9	19

Note: Only some Unity platforms support "hot plugging" controllers which means plugging them in after the build is running or if using the editor after the editor has started. Most of the time this is ok but if you aren't getting any input try plugging in the controller before you start the app/editor.