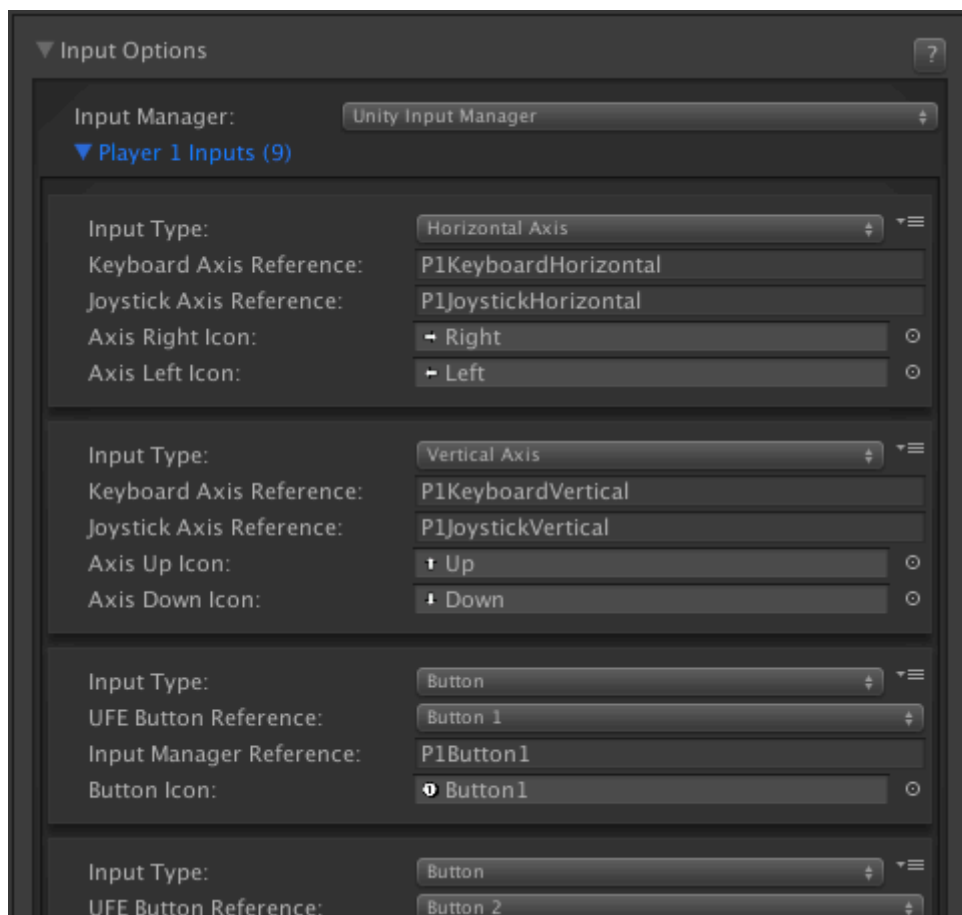


Input Options

Before your game can work you need to link the key from Unity's Input Manager to UFE.



Input Manager: UFE is compatible with 3 different input options.

- **Unity Input Manager:** UFE will attempt to use [Unity's default Input Manager](#). UFE comes with a pre-designed InputManager (located under [Project Settings](#)). You can find a copy of this file under the ProjectSettings folder.
- **cInput (3rd party required):** UFE will attempt to load [cInput 2.0](#) if you have it installed. For more information on how to use its references check out their [reference manual](#).
- **Rewired (3rd party required):** UFE will attempt to load [Rewired](#). For more information on how to install this plugin [click here](#).
- **Control Freak (3rd party required):** Allows the use of mobile control for player 1. A prefab example of Control Freak usage is provided under the ThirdPartyAssets folder. For more information on Control Freak [click here](#).

Confirm Button: Choose which of the control buttons will be used to *confirm* options under menus.

Cancel Button: Choose which of the control buttons will be used to *cancel/go back* under menus.

Player Inputs (Unity Input Manager)

These values must match with the values under [Unity's default Input Manager](#). If you correctly installed UFE, the inputs registered in the demo file should match with the *Input Settings*.

Input Type: Select if this input is an Axis or a button.

- **Horizontal Axis:** Must match an element under the Input Manager with Axis set to *X Axis*.
- **Vertical Axis:** Must match an element under the Input Manager with Axis set to *Y Axis*.
- **Button:** Must match a button registered under the Input Manager with Type set to *Key or Mouse Button*.

(Axis) Keyboard Axis Reference: The name of the related Axis under the [Input Manager](#). Make sure Type is set to *Key or Mouse Button*.

(Axis) Joystick Axis Reference: The name of the related Axis under the [Input Manager](#). Make sure Type is set to *Joystick Axis*.

(Button) Input Manager Reference: The name of the related Axis under the [Input Manager](#). Make sure Type is set to *Key or Mouse Button*.

(Image) Axis/Button Icon: The image corresponding to axis direction or button pressed. This is used in debug mode for onscreen display of inputs. For more information check out this [article](#).

Control Freak (Mobile Controls)

For more on Control Freak visit their [website](#).

Control Freak 1.x

1. Import Control Freak to your project.
2. Switch the input manager on Input Options to Control Freak. You will see a new option: `Control Freak Preferences`. Unfold it.
3. Drag one of the 2 presets from `UFE\ThirdPartyAssets\Control-Freak-1` to the *Prefab* option: `CF-UFE-2Buttons` (2 buttons) or `CF-UFE-4Buttons` (4 buttons). Use the [Inspector](#) to adjust these files to your liking.
4. Run the game. The mobile controls will control player 1.

Control Freak 2.0

1. Import [Control Freak 2](#) to your project.
 2. A pop-up will ask you to update the Input Manager. Proceed with the installation.
 3. Under `Plugins\Control-Freak-2\Add-Ons\` click on `CF2-UFE.unpackage` and import it to your project.
 4. Switch the input manager on Input Options to Control Freak. You will see a new option: `Control Freak Preferences`. Unfold it.
 5. Drag one of the presets from `UFE\ThirdPartyAssets\Control-Freak-2\Prefabs\` to the *Prefab* option. Use the [Inspector](#) to adjust these files to your liking.
- For more on exporting to Android [click here](#). You will also need to change the Scripting Backend

in your Player Settings to [IL2CPP](#).

- For more on exporting to iOS [click here](#).

Special Notes

- By default, UFE will always attempt to load Unity's default input manager.
- If cInput is installed you will see a new option under the options menu inside the game: Change Controls. This will attempt to load the default cInput GUISkin. You will find this file under the cInput templates folder.
- Each player must have both Horizontal Axis and Vertical Axis defined.
- If you are using Unity's Input Manager, you must set the Joystick Axis reference as well.
- Make sure you link the buttons to buttons and axis to axis.

Code access:

UFE.config.player1_Inputs

UFE.config.player2_Inputs

Code example:

```
// Full code example available at .\UFE\Scripts\CharacterSelectionScript.cs
// Change from Keyboard to Joystick
foreach (InputReferences inputRef in UFE.config.player1_Inputs){
    if (inputRef.inputType == InputType.HorizontalAxis){
        if (inputRef.inputButtonName == "P1KeyboardHorizontal")
            inputRef.inputButtonName = "P1JoystickHorizontal";
    }else if (inputRef.inputType == InputType.VerticalAxis){
        if (inputRef.inputButtonName == "P1KeyboardVertical")
            inputRef.inputButtonName = "P1JoystickVertical";
    }
}
```

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