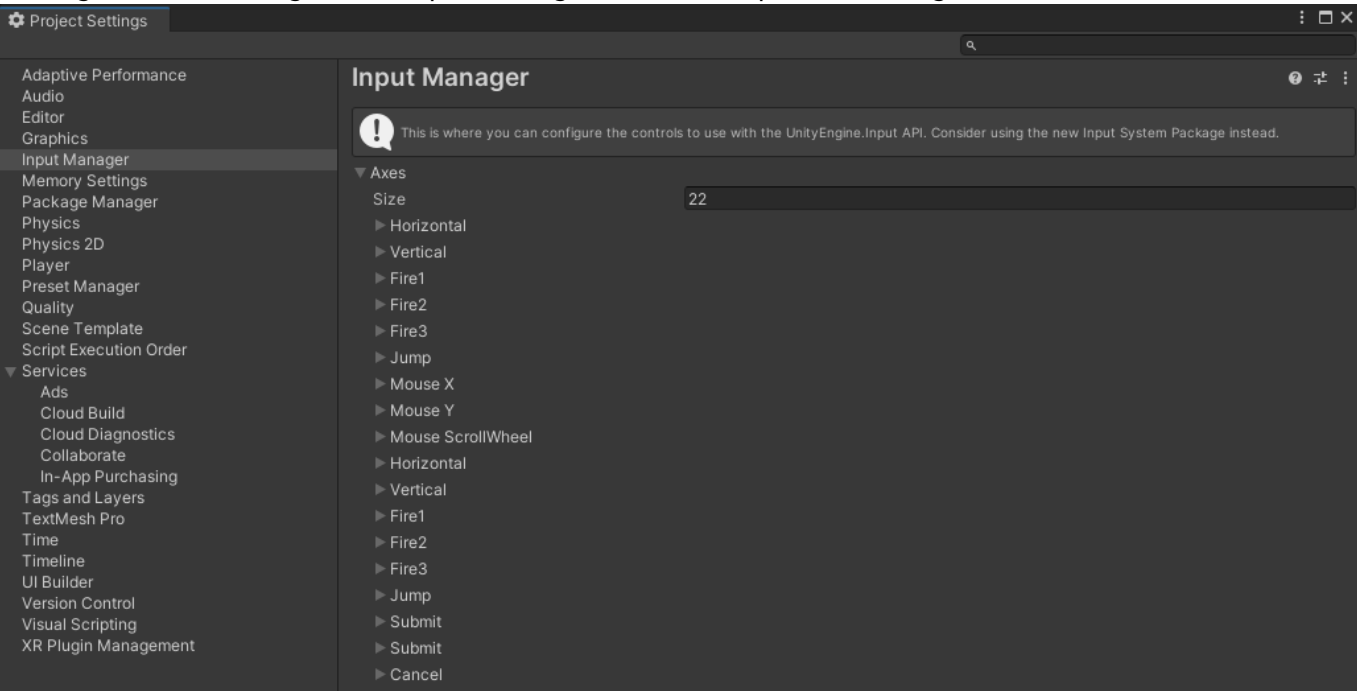


Unity Input

To access the Input Manager: With a Unity project open, go to Edit>Project Settings. In the Project Settings window, navigate to "Input Manager". This will open the configuration, seen below:



Xbox controller/XInput controller mappings for Unity:



KEY: Xbox One Controller Button Map For Windows 10 Unity 5	
#	means joystick button #
↑	# means joystick axis #
↓	# means joystick axis #
← # →	means joystick axis #

