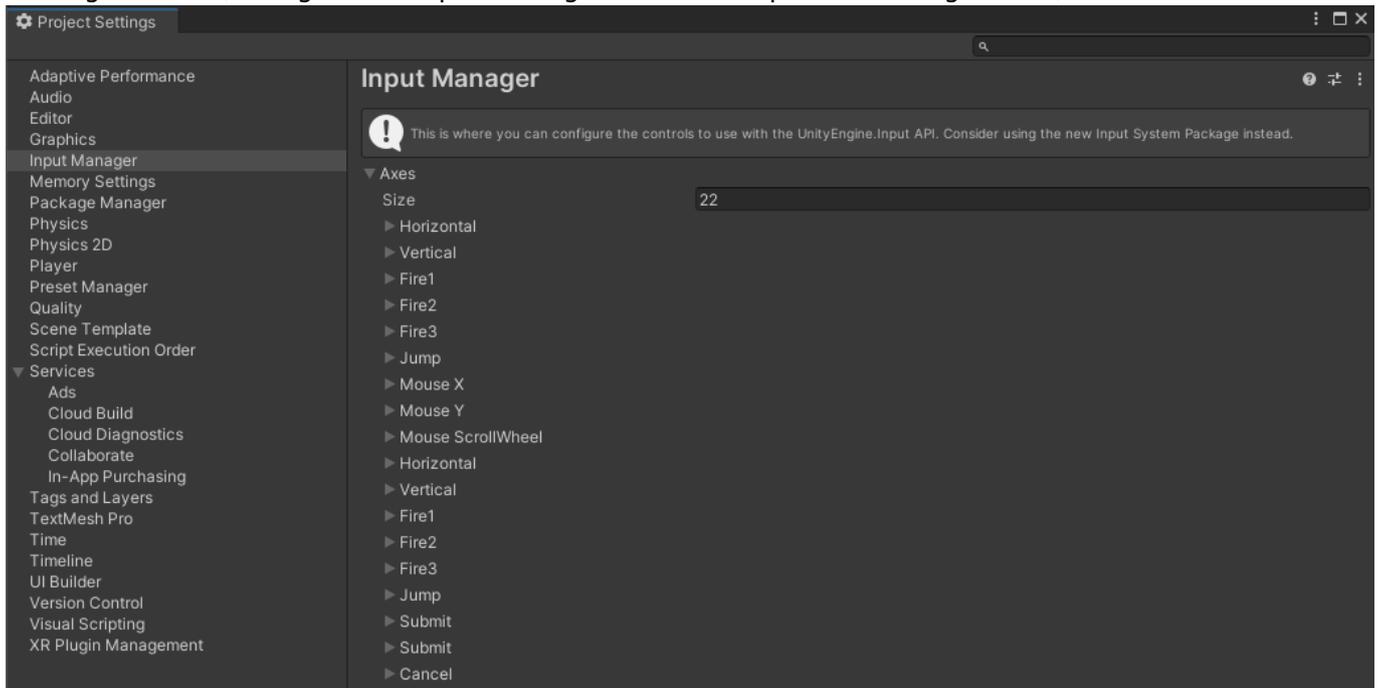


test

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:



From:
<https://wiki.cnelson.tech/> - **Chris Nelson's Wiki**

Permanent link:
<https://wiki.cnelson.tech/doku.php?id=unity:input&rev=1677093521>

Last update: **2023/02/22 19:18**

