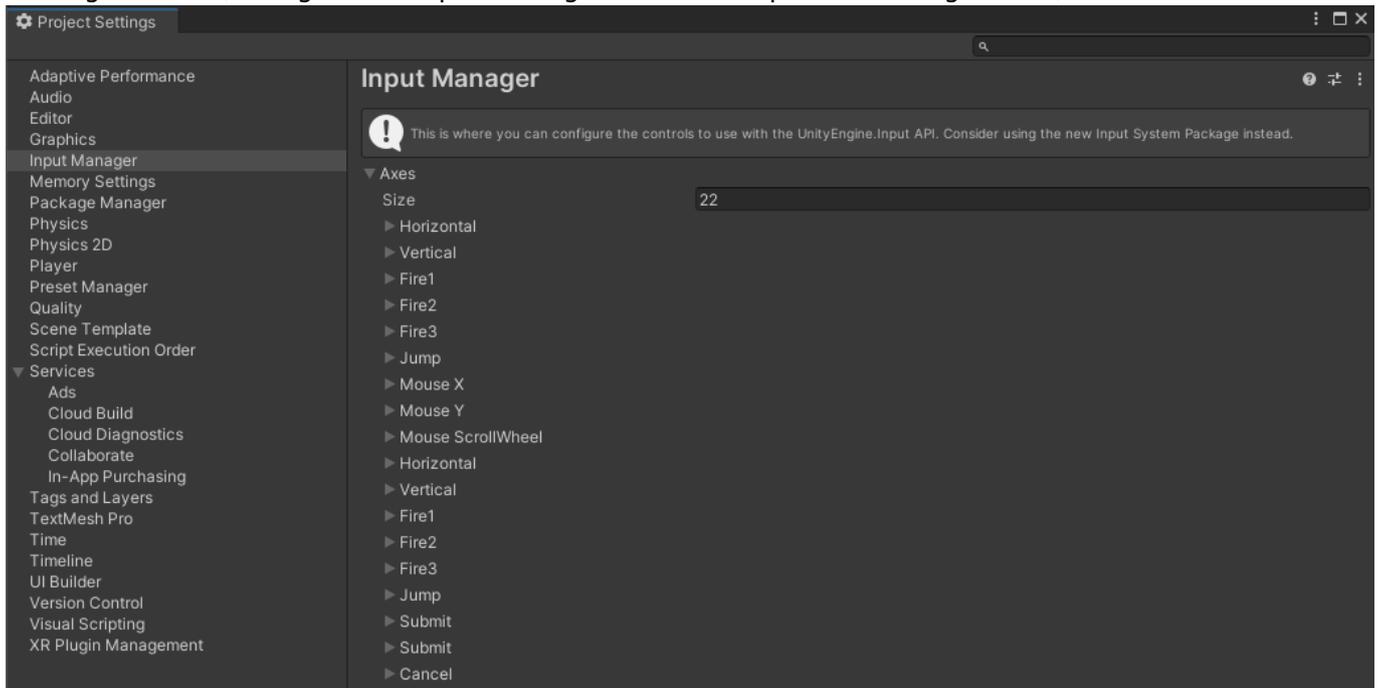test

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: