Game Input Controller

Descripción

Files: CGFGameInputController.cs

Path: "CGF/Systems/Game"

Description

Controller that allows the associated GameObject to control game Input.

Reference

- **Cancel Action Name** – Name of the input action used to detect cancel input.
- **Input Actions** – Input actions asset where this controller searches actions by name.
- **Pause Action Name** – Name of the input action used to detect pause input.
- **Player** – Optional PlayerInput used as source of input actions when no asset is assigned. See Common Features / Player.
- **Restart Action Name** – Name of the input action used to detect restart input.
- **Submit Action Name** – Name of the input action used to detect accept or submit input.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.