Input Scheme Change Controller

Descripción

Files: CGFInputSchemeChangeController.cs

Path: "CGF/Systems/Inputs"

Description

Controller to listen when the control scheme has changed and update the enabled input scheme tag behaviors.

Reference

No public or serialized members detected.

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.