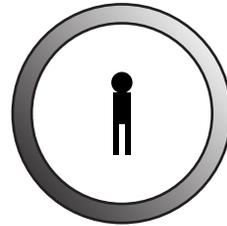


Buttons mapped to EG Starts USB Encoder
Reads as generic USB Input Device on Win10

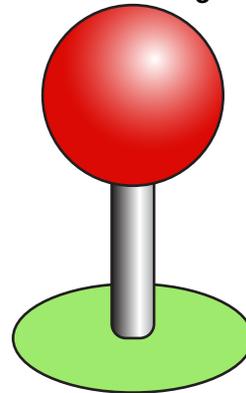
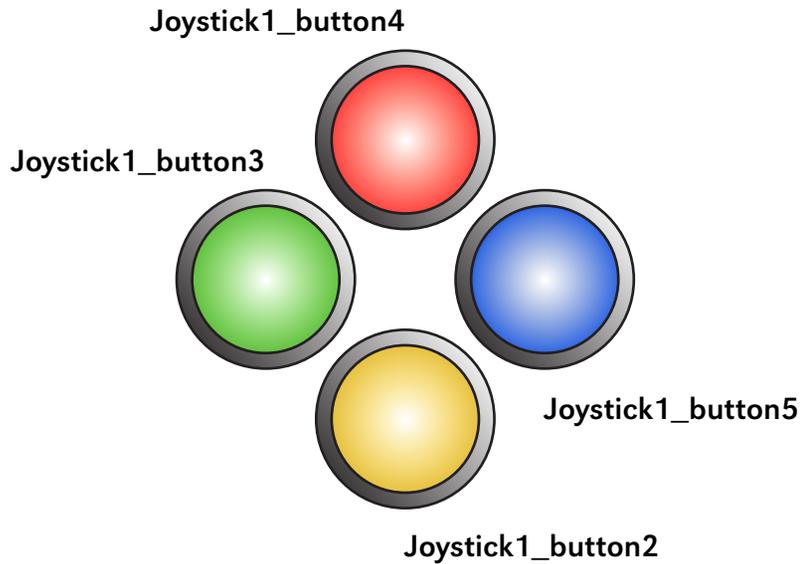
CPL Arcade Input Mapping

Fall 2019

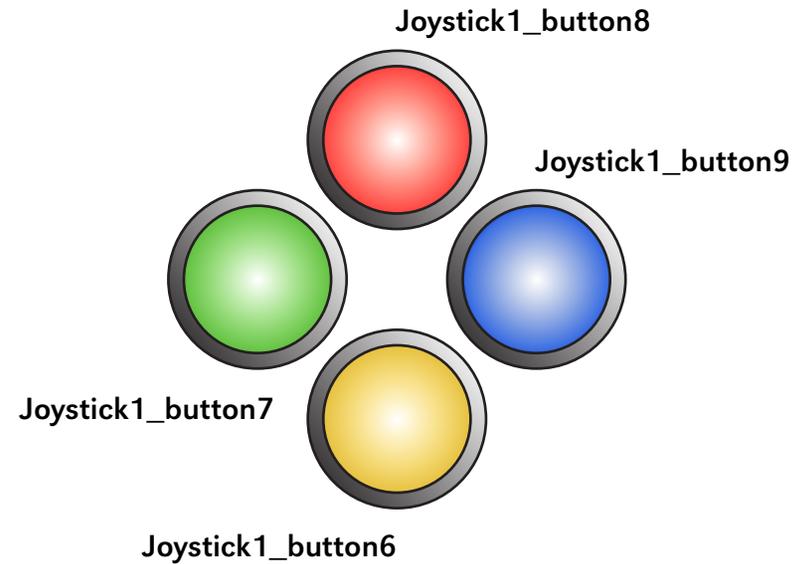
Joystick1_button1



Unity can account for JoystickAxis
without Up/Down/Left Right through
<build settings>

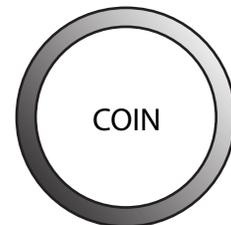


Joystick1_Up
Joystick1_Down
Joystick1_Left
Joystick1_Right



Left Buttons (2,3,4,5) and Right (6,7,8,9)
should be mapped exactly the same to account
for Left AND Right-handed players

In circumstances where game requires use
of more than 4 buttons for input, include a
demo/overview of inputs in-game



Joystick1_button0

Button ID standard for Unity 2018
For 2nd Player, use "Joystick2_x"

402-554-2542
unolibrarycpl@unomaha.edu