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

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

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

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