

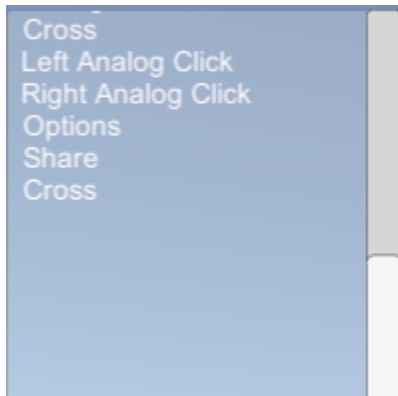
DualShock 4 Plug & Develop – Simple

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Features:

- First and foremost it's easy to implement
- Easy to use in your input scripts
- No need of 3rd party drivers



In the demo you are able to test a DualShock 4 controller without any additional 3rd party drivers. Look at the console at the top-left you'll see the buttons that have been pressed on your DualShock 4.

Note: This configuration might work on other Joysticks as well but not in the proper button order.

Warning: Extract `InputManager.zip` into your "`ProjectName/ProjectSettings/`" overwrite it with the default input manager so the scripts can work.

For implementation you just need to create an object in your input listener script:

```
DS4_Input ds4 = new DS4_Input();
```

True or false functions(button has been pressed or it hasn't)

```
ds4.getShare ();  
ds4.getOptions ();  
ds4.getCross ();  
ds4.getCircle ();  
ds4.getSquare ();  
ds4.getTriangle ();  
ds4.getR1 ();  
ds4.getR2 ();  
ds4.getL1 ();  
ds4.getL2 ();  
ds4.getLeftAnalogClick ();  
ds4.getRightAnalogClick ();
```

Float functions (axes)

Horizontal	Vertical
<code>ds4.getLeftAnalogHorizontal ();</code> <code>ds4.getRightAnalogHorizontal ();</code> <code>ds4.getDpadHorizontal ();</code> <code>ds4.getL2Axis();</code>	<code>ds4.getLeftAnalogVertical ();</code> <code>ds4.getRightAnalogVertical ();</code> <code>ds4.getDpadVertical ();</code> <code>ds4.getR2Axis();</code>