

RACE MANAGER

Web-GL

Input Issue in WebGL with the New Input System

Description:

Users may encounter input control issues in WebGL when using Unity's new **Input System** with the "Both" (Input System + Input Manager) setting enabled. This can result in duplicated inputs, where both the car and the camera respond simultaneously, leading to unexpected behavior in the game.

Solution:

1. **Disable the Old Input System:**

- Go to **Edit > Project Settings > Player**.
- Under the **Other Settings** tab, locate the **Active Input Handling** option.
- Change the setting from "Both" to **Input System Package (New)**.

This ensures that only the new Input System is active, preventing input conflicts and improving WebGL compatibility.

2. **Check Your Scripts:**

- Ensure that all your scripts use only the new Input System.
- Avoid using functions from the old system like `Input.GetAxis` or `Input.GetKey`.

Result:

After following these steps, the game should function properly in WebGL without input conflicts.

Editing Input Commands (Controller/Keyboard):

- To edit input commands, navigate to:
Assets\RTG Ultimate\Race Manager\InputSystem\CarControllerActions
- For more help with the new Input System, refer to Unity's Input System documentation.