

Enhanced Input

In this course, we will be covering how to handle user input in both the old and new way.

Please watch the course lectures first, and follow along.

After watching the videos, click the link in the resources to my video series on Enhanced Input.

After **Lecture: Binding Inputs**, please watch both:

UE5 C++ Enhanced Input - 1 - Enhanced Input - Core Concepts and Documentation

and

UE5 C++ Enhanced Input - 2 - Enhanced Input - Bind C++ Functions to Input Actions

The links to these videos will be in the resources to **Lecture: Binding Inputs**.

Each lecture involving input will contain links to this Enhanced Input series. Please watch the video here on Udemy first, then follow the link in the resources to the videos on Enhanced Input. Post any questions about Enhanced Input under the Udemy lecture that has the link to that video.

As we add more inputs throughout the course, these supplemental videos accompany the project and show the new way of setting up our project with Enhanced Input.

I believe it is best for you to learn both the old and new ways to handle input.

P.S. Don't skip the input lectures here!!! There are some steps you will need to see. For example, we will add a Floating Pawn Movement Component to the Bird Pawn class, here in the Input Lectures on Udemy. As I stated above, I recommend you follow the steps here (or at least watch the video without following along) and then watch the Enhanced Input videos on YouTube.

Resources:

Enhanced Input 1: <https://www.youtube.com/watch?v=blo97TLsXkY>

Enhanced Input 2: <https://www.youtube.com/watch?v=fW1pXOAlviw>