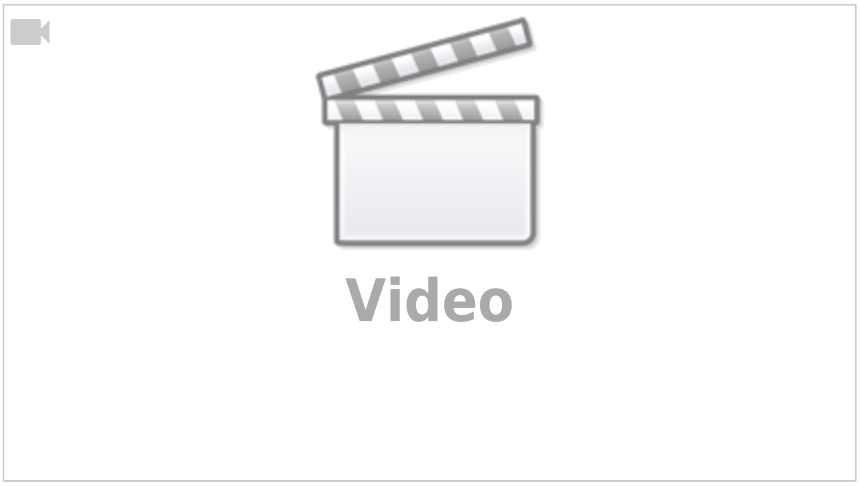
Triggers

Triggers are a way to bind input events to an object and allow the running of commands when triggered. In this demo Iarwain demonstrates how to set up a new project with objects, inputs and their triggers.



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