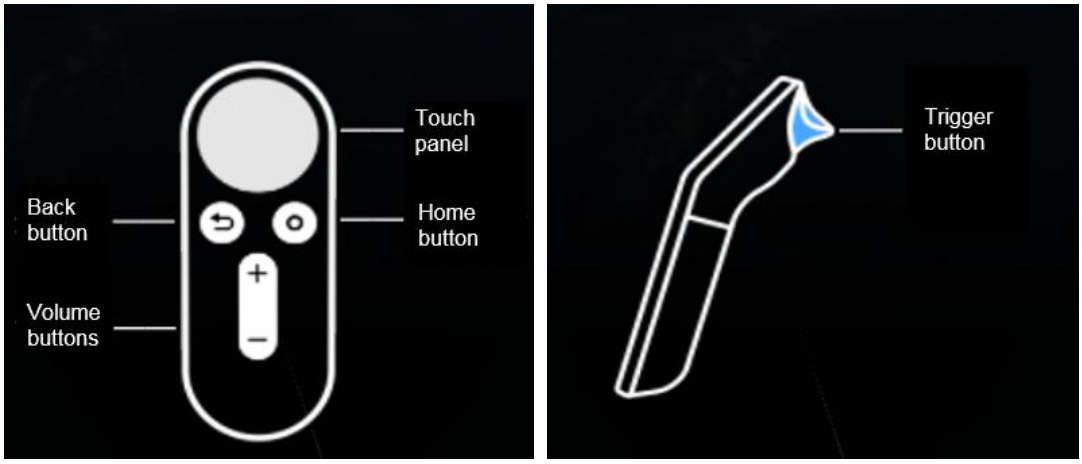
HUAWEI VR Controller User Guide for Developers

1 Button Functions



1. Touch panel: Located in the upper part of the controller, which supports the clicking and sliding functions. Developers can invoke the APIs in the SDK to identify the sliding operations and control UI elements and character movements. The clicking function can be programmed to confirm an action or perform other app-specific frequently used functions. The gaze confirmation is not available in any app.
2. Trigger button: Located at the top of the controller. Developers can customize this button to support the confirming function and other most frequently used functions. The gaze confirmation is not available in any app.
3. Back button: Located on the lower left corner of the touch panel. By default, users can press and hold this button for 3 seconds to enter the home screen. In a third-party app, developers shall configure their app to ask the user whether they want to exit the app when pressing the Back button.
4. Home button (circle button): Located on the lower right corner of the touch panel. Users can press this button to go back to the home screen, or press and hold this button for direction calibration. During a calibration, the current focus will become the center, and the direction the controller is pointing at will become the controller's center.
5. Volume buttons: Located on the lower part of the controller. Developers cannot customize the function of the volume buttons.

Positional Tracing

1. The HUAWEI VR Controller contains a gyroscope, an accelerometer, and a magnetometer, and can implement a three-degree-of-freedom (3DOF) direction tracking.

2. 3DOF tracking allows the controller to point in three directions. When working with the trigger button or touch panel, the controller can be used to confirm a specific action or select a specific menu option. Waving the controller can navigate the menu or function as "gun" or "dart" movement in games.

3. The prefabs in the SDK's Unity plug-ins provide the 6DOF simulation function, helping developers to create more true-to-life hand control experience.