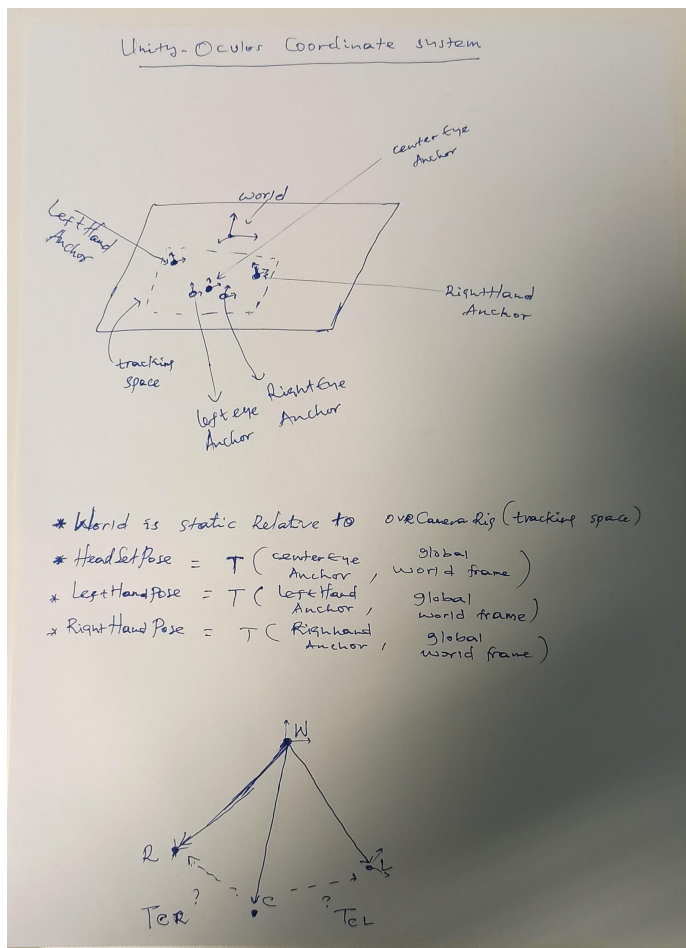


Steps to launch

0. Open and source unity_ws
1. `roslaunch ros_tcp_endpoint endpoint.launch`
2. `rostopic echo /vr_right_controller_pose`
3. `rostopic echo /vr_headset_pose`
4. `rostopic echo /vr_left_controller_pose`
5. `roslaunch unity_robotics_demo color_publisher.py`
6. Rqt_plot
7. Rqt_topic
8. rqt_graph

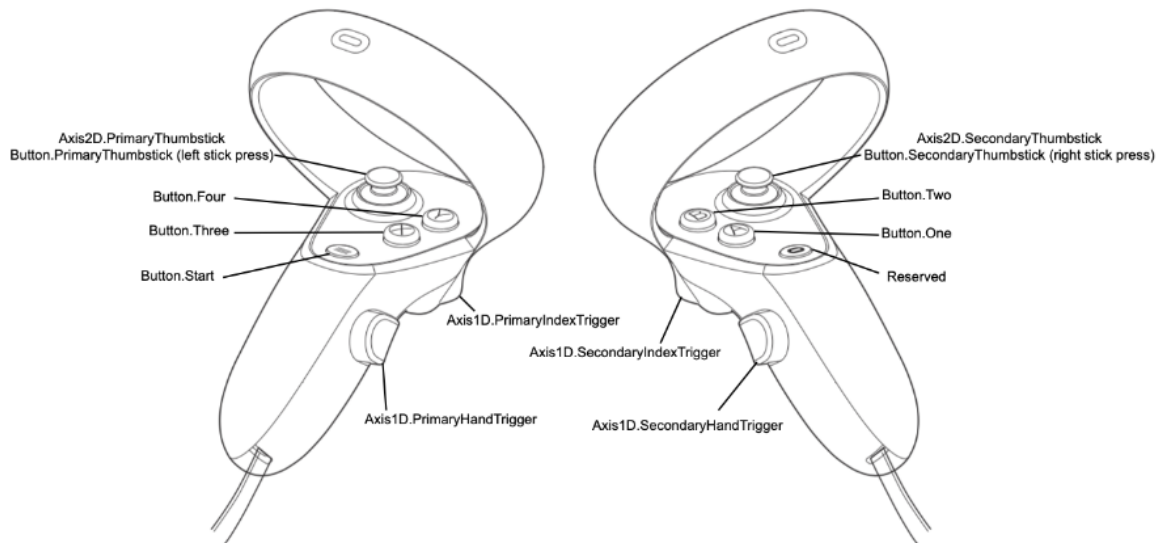
Unity-Oculus coordinate system



Publish controller inputs

Virtual Mapping (Accessed as a Combined Controller)

When accessing controllers as a combined pair with `OVRInput.Controller.Touch`, the virtual mapping closely matches the layout of a typical gamepad split across the left and right hands.



Button	Function	Value	
Button.One	shot	true/false	
Button.Two	record/stop	true/false	
Button.Three	play/stop	true/false	
Axis1D.SecondaryHandTrigger	Activate/Deactivate	[-1.0 +1.0]	
Axis1D.SecondaryIndexTrigger	grip	[-1.0 +1.0]	

JoyMsg

```
joy.Axis[] = [activate, grip]
```

```
Joy.buttons[] = [one, two, three]
```

UI Slider/button

Visible Background/ AR style

Read controller inputs using interrupts

- https://www.youtube.com/watch?v=UWSCICz0c_0

Polling controller inputs

- https://www.youtube.com/watch?v=Kh_94glqO-0
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