

## User Input

Enter your coding query:

“How do I add teleport locomotion in Unity VR?”

Choose LLM Model

GPT-4o-mini

Submit

# CodeXR: AI-Powered Coding Assistant for AR/VR Developers

## Results

```
{
  "subtasks": [
    0: "Step 1: Analyze query"
    1: "Step 2: Generate code"
  ]
  "code": "// Example code snippet"
  "gotchas": [
    0: "Check API compatibility"
  ]
  "best_practices": [
    0: "Use official docs"
  ]
  "difficulty": "Medium"
  "docs_link": "https://docs.unity3d.com/"
  "raw": {
    "response":
      "Simulated response for 'How do I add teleport locomotion in Unity VR?' using GPT-4o-mini"
  }
  "search_results": {
```

```
"search_result" :  
"['7. Select your ground plane/floor and  
add a Teleportation Anchor or  
Teleportation Area component. 8. Build and  
launch your project.', 'Teleportation  
Areas are typically used by generating a  
“line” from your controller and it enables  
the Player to teleport to that location.',  
"From Unity's main menu, click GameObject  
> XR > Teleportation Area or GameObject >  
XR > Teleportation Anchor to create a  
plane that can be teleported to. a ...",  
"From Unity's main menu, click GameObject  
> XR > Teleportation Area or GameObject >  
XR > Teleportation Anchor to create a  
plane that can be teleported to.", '1. Add  
Teleportation Anchors to the scene: · 2.  
Save changes to all of the mats at once in  
Prefab Mode: · 3. Turn the mat prefab into  
a teleportation anchor: · 4.', 'Right-  
click in the GameObject Hierarchy and  
select Interaction SDK / Add Teleport  
Interactable. This will open a Wizard that  
allows you to ...', 'In this story, the XR  
Origin Prefab will be used as a source of  
reference to go through the processes of  
configuring a new Teleportation  
Interactor.']*"
```

```
}
```

```
}
```