

User Input

Enter your coding query:

How do I add teleport locomotion in Unity VR?

Paste error logs (optional):

Choose LLM Model

Gemini-2.5

Voice Input (Optional)

Upload voice query (WAV only)

Drag and drop file here

Limit 200MB per file • WAV

Browse files

⚠ No docs index found.

Run `python -m
utils.docs_loader` first.

Submit

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



Assistant Response

```
{  
  "status" : "success"  
  "data" : {  
    "subtasks" : [  
      0 : "Step 1: Analyze query"  
      1 : "Step 2: Generate code"  
    ]  
  }  
}
```

```
"code" :
"foreach (var device in devices)
{
    UnityEngine.XR.HapticCapabilities
    capabilities;
    if (device.TryGetHapticCapabilities(out
    capabilities))
    {
        if (capabilities.supportsImpulse)
        {
            uint channel = 0;
            float amplitude = 0.5f;
            float duration = 1.0f;
            device.SendHapticImpulse(channel,
            amplitude, duration);
        }
    }
}

Mobile Keyboard
Legacy Input

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(ad174a85d575). Built on: 2025-09-03.

Tutorials
Community Answers
Knowledge Base"

▼ "gotchas" : [
    | 0 : "Check API compatibility"
]

▼ "best_practices" : [
    | 0 : "Use official docs"
]

"difficulty" : "Medium"

"docs_link" : "https://docs.unity3d.com/"

▼ "raw" : {
```

```
"response" :  
"[Gemini-2.5] Normal Mode response for 'Hc  
Context: ['Unity - Manual: Unity XR Input\  
\nInput\nUnity XR Input\nMobile Keyboard\  
sounds, using a headset and motion trackir  
in\nGlossary\n, and Windows\nMixed Reality  
controller)\nWMMR\nOculus\nGearVR\nDaydrea  
axis\n[(1,2)/(4,5)]\nTouchpad\nJoystick\nl  
axis\n[(17,18)/(19,20)]\nJoystick\nTouchp  
Touch\nsecondaryButton\nButton\n[3/1]\n[Y/  
Press\nTrigger - Press\nTrigger - Press\nl  
= 0;\nfloat amplitude = 0.5f;\nfloat durat  
03.\nTutorials\nCommunity Answers\nKnowlec  
}  
▼ "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.", '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.', "In  
    this Unity VR tutorial, I'll show how  
    to use the XR Interaction Toolkit to  
    set up Locomotion of Teleportation and  
    Snap Turn to move ...", '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.', "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 ...", 'Right-click in  
    the GameObject Hierarchy and select  
    Interaction SDK / Add Teleport  
    Interactable. This will open a Wizard  
    that allows you to ...']"  
}  
▼ "retrieved_docs" : [
```

0 :

"Unity – Manual: Unity XR Input
Manual

Scripting API

unity.com

Version:

Unity 6.2

(6000.2)

Supported

Legacy

Language

:

English

English

中文

日本語

한국어

Unity Manual

Version: Unity 6.2

Select a different version

Language

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English

English

中文

日本語

한국어

Input

Unity XR Input

Mobile Keyboard

Legacy Input

Unity XR Input

This section of the Unity User Manual provides information about all of the Unity-supported input devices for virtual reality

Virtual Reality (VR) immerses users in an artificial 3D world of realistic images and sounds, using a headset and motion tracking.

More info

See in

Glossary

,

augmented reality

Augmented Reality (AR) uses computer graphics or video composited on top of a live video feed to augment the view

and create interaction with real and virtual objects.

More info

See in

Glossary

, and Windows

Mixed Reality

Mixed Reality (MR) combines its own virtual environment with the user's real-world environment and allows them to interact with each other.

See in

Glossary"


```
secondary2DAxisClick
Button
[18/19]
Joystick - Click
primaryButton
Button
[2/0]
[X/A] - Press
App
Primary
Primary (sandwich button)(1)
Primary (Y/B)
Menu
primaryTouch
Button
[12/10]
[X/A] - Touch
secondaryButton
Button
[3/1]
[Y/B] - Press
Alternate
Alternate (X/A)
secondaryTouch
Button
[13/11]
[Y/B] - Touch
gripButton
Button
[4/5]
Grip - Press
Grip - Press
Grip - Press
Grip - Press
Grip - Press
Grip - Press
triggerButton
Button
[14/15]
Trigger - Press
Trigger - Press
Trigger - Press
Trigger - Press
Trigger - Press
Trigger - Press"
```

```
2 :
"foreach (var device in devices)
{
    UnityEngine.XR.HapticCapabilities
    capabilities;
    if (device.TryGetHapticCapabilities(out
    capabilities))
    {
        if (capabilities.supportsImpulse)
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Community Answers
Knowledge Base
Forums
Asset Store
Terms of use
Legal
Privacy Policy
Cookies
Do Not Sell or Share My Personal
Information
Your Privacy Choices (Cookie Settings)"
]
"debug" : {}
}
```

