**Multiplatform Input Analysis**

**Jason Captor**

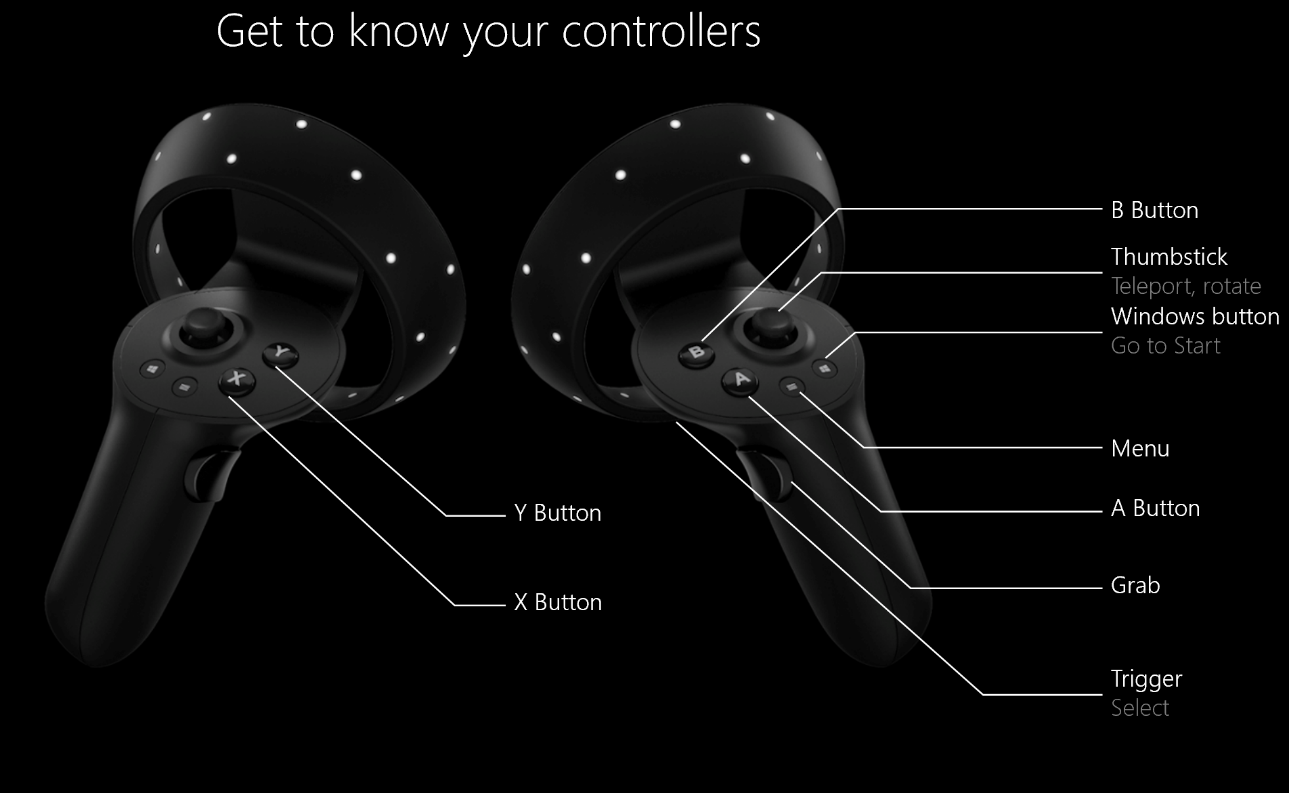
**General Strategy**

To simplify the requirements of porting to 3 separate platforms, I have chosen to keep the gameplay and input methods as simplistic as possible, using input methods common to all target platforms: A menu button, trigger and hand position tracking.

**Platform 1** – HP Reverb G2

**Controller** – Redesigned Windows Mixed Reality motion controllers

Controller Diagram



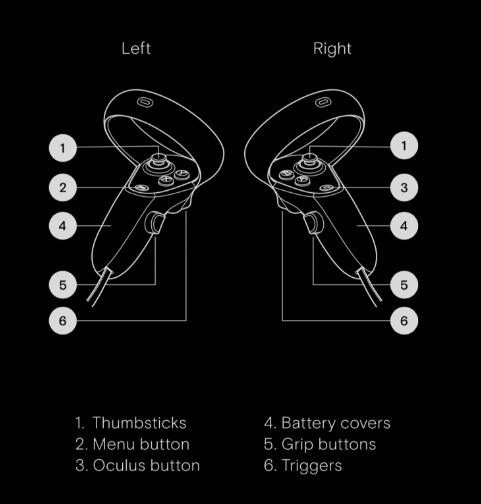
**Porting Considerations**

As this custom variant of the WMR controllers does not feature the trackpad of the original WMR controllers, multiplatform games targeting the Reverb G2 should not implement features that require a trackpad. The A/B/X/Y buttons are featured on most newer controllers, but are not implemented universally nor always have the same labelling. Features using these buttons should have an alternative input method if targeting platforms that do not use them.

**Platform 2 –** Oculus Quest 2 & Rift S

**Controller** – Oculus Touch (Second iteration)

Controller Diagram



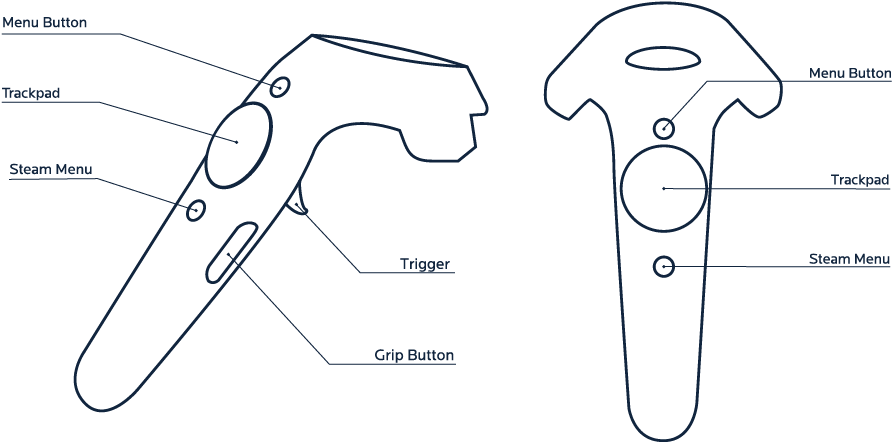
**Porting Considerations**

As the Touch controllers only have a menu button on the left controller, trying to get the ‘menu’ button input from the right controller would not work with this controller type, so menus which appear above the controller would be limited to the left controller only. This controller features the same thumbstick and A/B/X/Y button combo that most newer controllers use, though because some other controllers do not have these features, it is good to consider alternative input methods for functions using those inputs.

**Platform 1** – HTC Vive

**Controller** – VIVE Controller (original)

Controller Diagram



**Porting Considerations**

As an older model, the VIVE controllers lack the thumbsticks and A/B/X/Y buttons common on newer VR controllers. They do feature a trackpad, which can potentially be used in place of a thumbstick for certain features. The main features they use which are more common are the menu button and the trigger, so multiplatform games targeting this type of controller would ideally want to limit input types to these.