

VR_Room

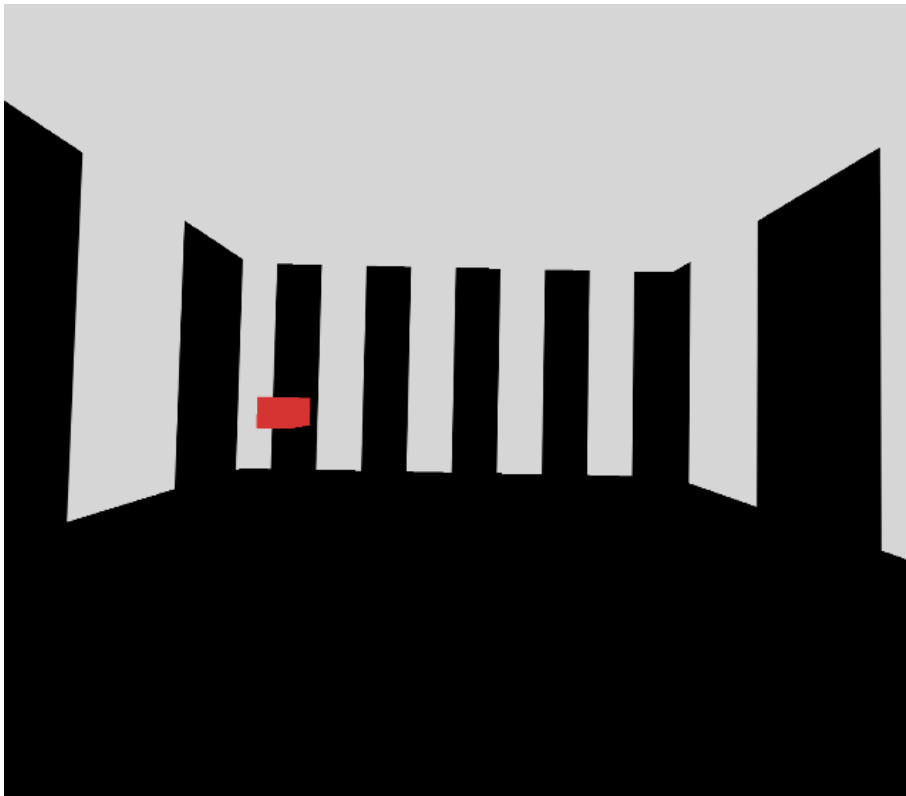
VR_Room Sim now accepts the following variables via “input.csv” file:

- Position and rotation of Oculus camera
- Position and rotation of “findable” object
- Textures
 - Pick from a prebuilt list
 - Currently contains White, Black, Checkered and Vertical Stripes
 - Accepts 3 different inputs: Floor, Ceiling, and Walls
- Angle of the walls
- If the Offset screen is active (true/false)
- Position and rotation of offset camera
- Ability to invert the X, Y, and Z rotations individually of the Offset camera in relation to how the Oculus rotates

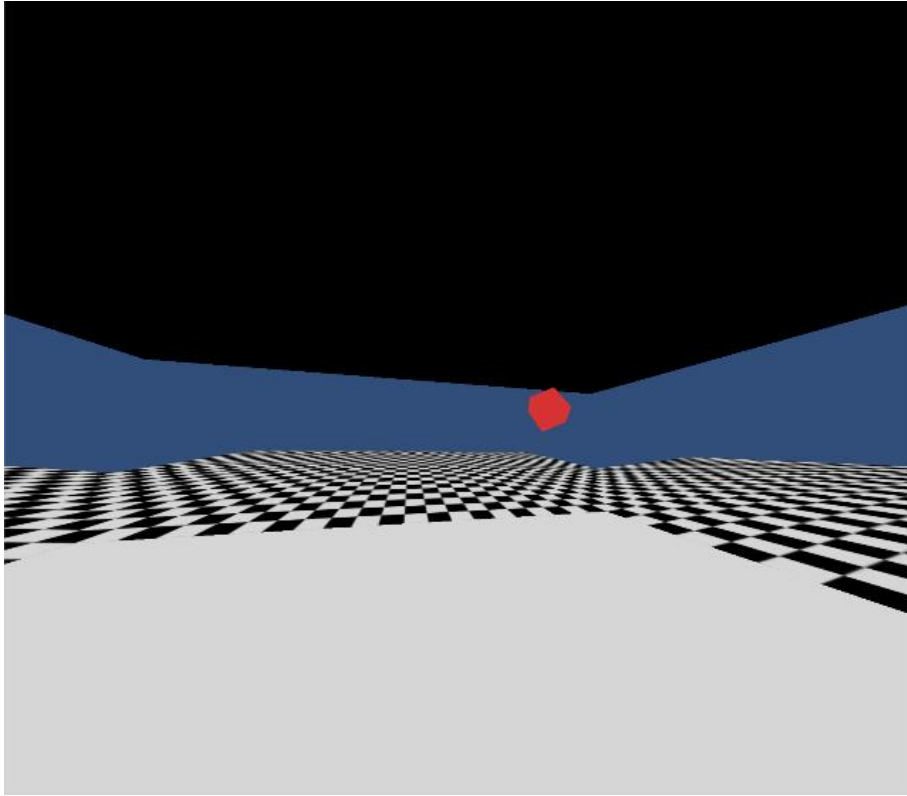
VR_Room will export the following into a “output.csv” file

- Time elapsed since Sim started
- Rotation of Oculus as (X,Y,Z)

Example Images:



Above: Lined walls with black floor and white ceiling. No wall rotation.



Above: White floor with black ceiling and checkered walls. Walls rotated 85 degrees down. Object also moved and rotated.