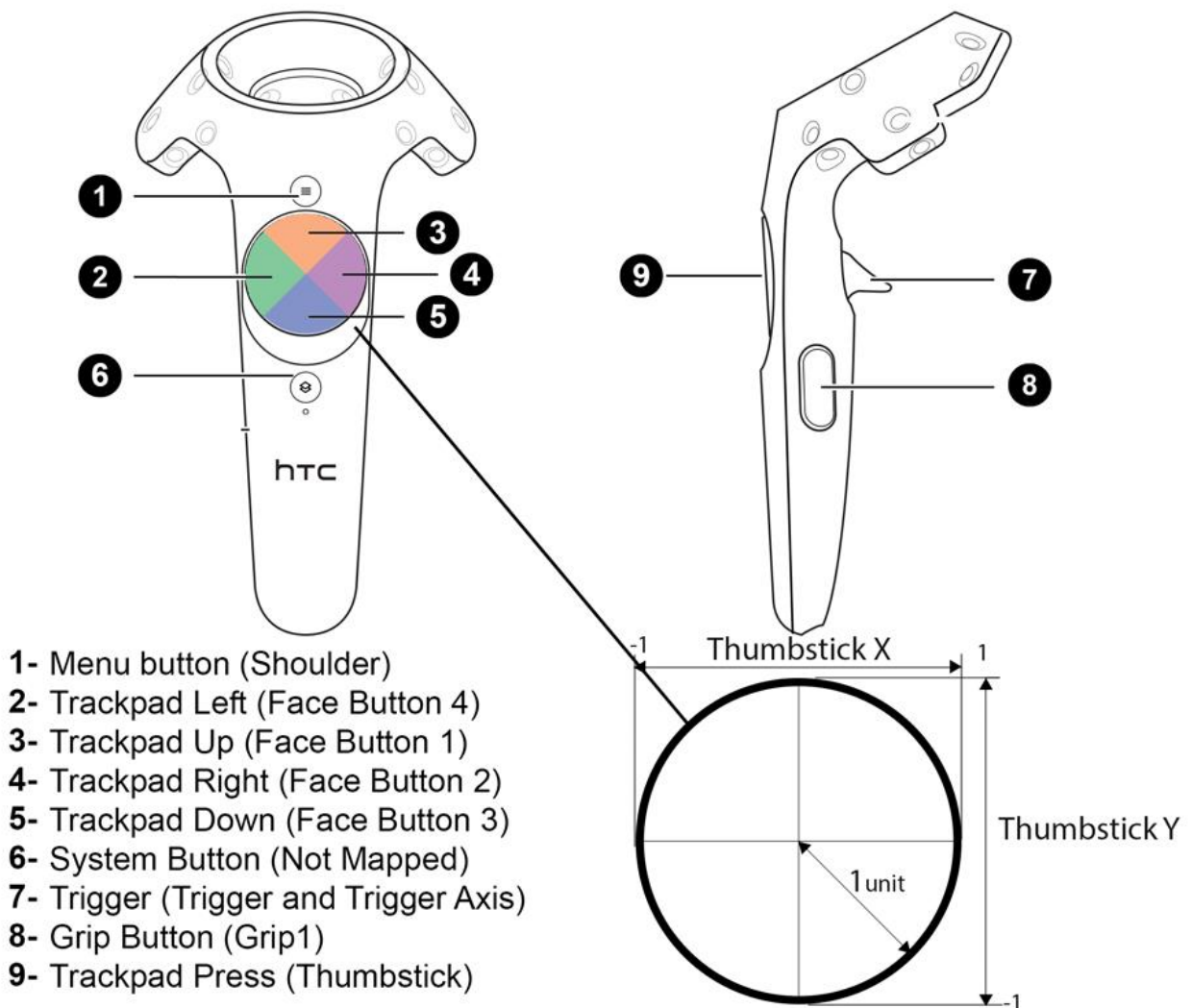# Tools

These tools are mainly meant to be used in *standing mode* but some of them are also available in *seated mode*. By default, your left hand will start with the *menu tool* and your right hand will start with the *warp tool*. In order to change them on either hand, press the *menu button* on your Vive controller. Here is an overview of the buttons I am referencing

1- Menu button (Shoulder)
2- Trackpad Left (Face Button 4)
3- Trackpad Up (Face Button 1)
4- Trackpad Right (Face Button 2)
5- Trackpad Down (Face Button 3)
6- System Button (Not Mapped)
7- Trigger (Trigger and Trigger Axis)
8- Grip Button (Grip1)
9- Trackpad Press (Thumbstick)

Menu Tool (seated / standing)

With the *menu tool* you can interact with the user interface of the game. There are, in fact, two ways you can control the mouse: a two-handed way that makes use of a laser pointer, and a one-handed way that lets you use your trackpad like a ... touchpad!

Laser pointer

It's possible to detach and resize the menu you're holding at any point in the game.

Simply press the grip button to "let go" of the menu screen -- the screen will then stay put where you left it. You can even use other tools and still interact with the screen using the *laser pointer* mechanism.

Furthermore, it's possible to *resize* the screen. In order to do that, point both your controllers at a screen, press the trigger button, and move the controllers apart. It's also possible to move the screen around like this.

Lastly, to take control of the screen again, press the grip button once more.

Warp Tool (standing)

The *warp tool* is only available in room scale mode and allows you to jump around in the scene.

Warping

In order to warp, touch the trackpad, choose your position and press. While touching the trackpad you are able to see:

1. Where you will warp to
2. Your play area
3. A HMD that further shows where your head will be

You can also *rotate* your play area while touching the trackpad by drawing circles with your thumb.
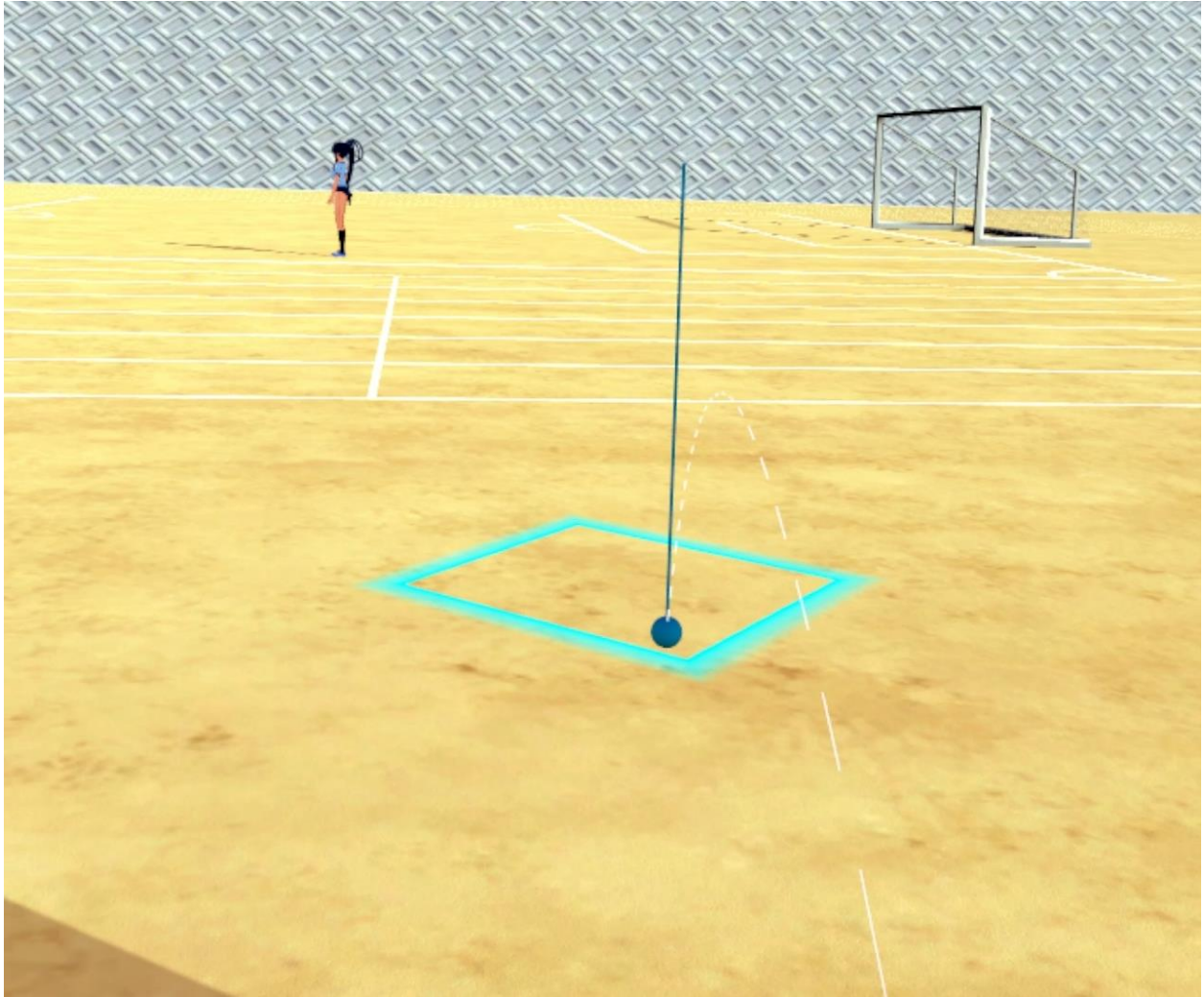
Changing Scale and Height

It's also possible to change scale and height with this tool, although it's a bit cumbersome at the moment. To do this, hold the trackpad *pressed* before warping. You can now change your future height by moving the Vive controller up and down and your scale by moving back and forth. Note that you can only change one of those two each time.

By pressing the *grip button* you can reset the scale and height.

School Tool (seated/ standing)
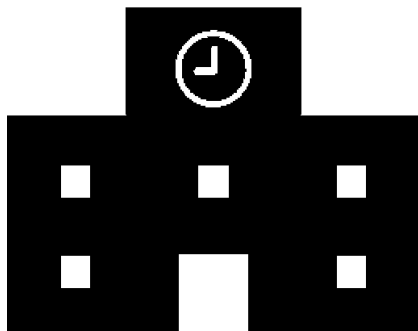
The *School tool* is the alternative method of movement and allows you to walk or run around the school without needing to jump around.

Walking

To walk, simply hold down the trigger button and you will walk in the direction the HMD is facing (the camera also follows)

Running

To run, hold down the trigger button and the grip button and you will run in the direction the HMD is facing (the camera also follows)

Rotate Left or Right

Trackpad left and right will rotate the camera so you will not need to turn your head every time you want to change directions.

Interact with objects or students

Pressing trackpad up allows you to interact with objects on the map or other students when they have the interaction icon above their head. Make sure your controller is pointing at the menu when you try to interact with an object.

Map Selection

Double tapping trackpad up when your controller is not pointing at the menu brings up the map selection menu. You can also click the next period button on the menu to skip to the next period.

Status information

Pressing trackpad down will take you to the status information window.

You can read more information about the controls and tweak the controls yourself from the github https://github.com/Ooetksh/KoikatuVR