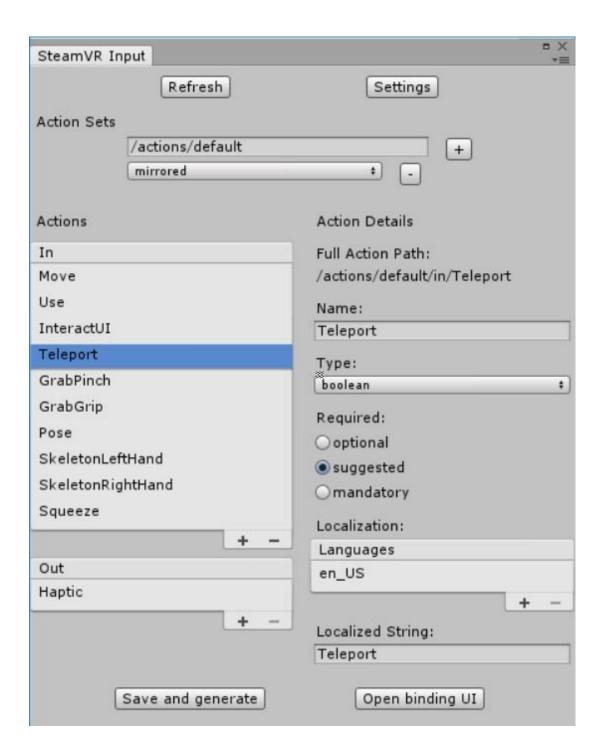
ib a i



```
🕶 🗹 Hand (Script)
 Script

→ Hand

                     RightHand (Hand)
 Other Hand
                                             0
 Hand Type
                     Left Hand
                                             +
                     None (Steam VR_Beha O
 Tracked Object
 Grab Pinch Action
                     __actions_default_in
      \actions\default\in\GrabPinch
 Grab
            \actions\default\in\GrabGrip
           \actions\default\in\GrabPinch
            \actions\default\in\InteractUI
 Ui In
           \actions\default\in\Teleport
           \actions\default\in\Use
 Hove
            Add...
 Hove
                     Everything
 Hover Layer Mask
 Hover Update Interv 0.1
 Object Attachment P AObjectAttachmentPoi ©
                                             0
 No Steam VR Fallbac None (Camera)
 No Steam VR Fallbac 10
 No Steam VR Fallbac 0.5
 Render Model Prefat @LeftRenderModel
                                            0
 Show Debug Text
 Spew Debug Text
```

```
public SteamVR_Input_Sources thisHand;

private void Update()
{
   if (SteamVR_Input._default.inActions.Teleport.GetStateUp(thisHand))
   {
      Teleport();
   }
}
```

Binding UI

