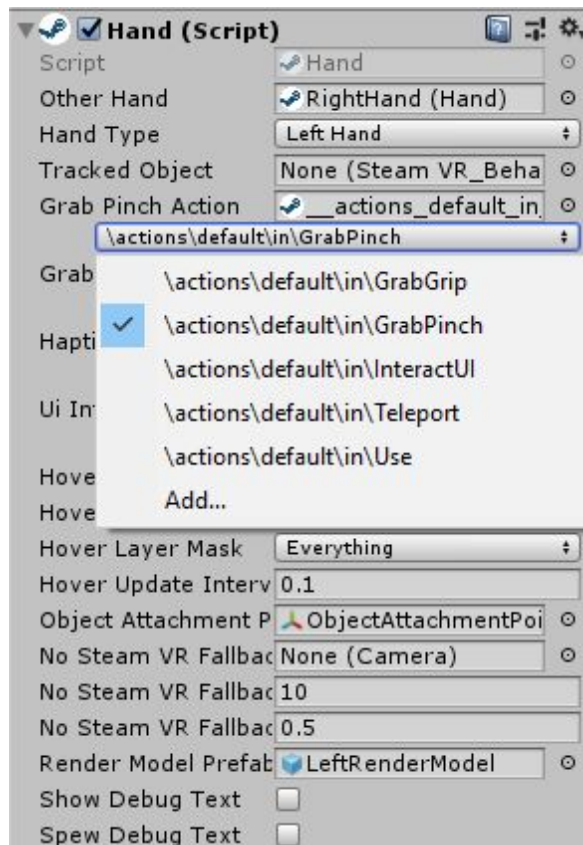


B ***ea***

Si g e

S e e

ib a i



```

public SteamVR_Input_Sources thisHand;

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

```

Binding UI

