VR Testing

No Headset

* Settings
  + Open XR Origin object

Graphical user interface, text

Description automatically generated with medium confidence

* + Click on Main Camera
  + In the Inspector find Tracked Pose Driver (Input System)

Graphical user interface

Description automatically generated

* + Double click centerEyePosition in Position Input

Graphical user interface, text

Description automatically generated

* + Click on centerEyePosition next to path
  + Go to XR HMD

Graphical user interface, application

Description automatically generated

* + Go to XR Simulated HMD

Graphical user interface, text

Description automatically generated

* + Click centerEyePosition

Graphical user interface, text, application

Description automatically generated

* + Do the same for Rotation Input
  + It should look like this:

Graphical user interface

Description automatically generated

CONTROLS

RMB = right mouse button  
LMB = left mouse button

|  |  |
| --- | --- |
| Input | Action |
| HOLD RMB | Activate head |
| HOLD Left Shift | Activate left hand |
| HOLD Space | Activate right hand |
| HOLD \_\_\_\_\_ + move mouse | Move activated part (left/right/up/down) |
| HOLD \_\_\_\_\_ + scroll mouse wheel | Move activated part (forward/backward) |
| HOLD \_\_\_\_\_ + R | Rotate activated part |
| HOLD \_\_\_\_\_ + V | Reset position of activated part |
| HOLD \_\_\_\_\_ + G | Grab only works with hands |
| Press LMB | Trigger |
| Press B | Primary button |
| Press N | Secondary button |
| Press M | Menu button |

Look at the xr device simulator object. Then double click on any object in the xr device simulator script attached to it. This will open up a menu that will show you the default controls.

Text

Description automatically generated

With Headset

Do the same as without a headset but make sure the positions look like this:

Graphical user interface, application

Description automatically generated

Notice it says XR HMD.

Then control with your headset.