XrEventData(bpy_struct)

base class — bpy_struct

class bpy.types.**XrEventData(bpy_struct)**

XR Data for Window Manager Event

action

XR action name

TYPE:

string, default “”, (readonly, never None)

action_set

XR action set name

TYPE:

string, default “”, (readonly, never None)

bimanual

Whether bimanual interaction is occurring

TYPE:

boolean, default False, (readonly)

controller_location

Location of the action’s corresponding controller aim in world space

TYPE:

mathutils.Vector of 3 items in [-inf, inf], default (0.0, 0.0, 0.0), (readonly)

controller_location_other

Controller aim location of the other user path for bimanual actions

TYPE:

mathutils.Vector of 3 items in [-inf, inf], default (0.0, 0.0, 0.0), (readonly)

controller_rotation

Rotation of the action’s corresponding controller aim in world space

TYPE:

mathutils.Quaternion rotation of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0), (readonly)

controller_rotation_other

Controller aim rotation of the other user path for bimanual actions

TYPE:

mathutils.Quaternion rotation of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0), (readonly)

float_threshold

Input threshold for float/2D vector actions

TYPE:

float in [-inf, inf], default 0.0, (readonly)

state

XR action values corresponding to type

TYPE:
float array of 2 items in [-inf, inf], default (0.0, 0.0), (readonly)

state_other

State of the other user path for bimanual actions

TYPE:
float array of 2 items in [-inf, inf], default (0.0, 0.0), (readonly)

type

XR action type

- `FLOAT` Float – Float action, representing either a digital or analog button.
- `VECTOR2D` Vector2D – 2D float vector action, representing a thumbstick or trackpad.
- `POSE` Pose – 3D pose action, representing a controller's location and rotation.
- `VIBRATION` Vibration – Haptic vibration output action, to be applied with a duration, frequency, and amplitude.

TYPE:
enum in ['FLOAT', 'VECTOR2D', 'POSE', 'VIBRATION'], default 'FLOAT', (readonly)

user_path

User path of the action. E.g. "/user/hand/left"

TYPE:
string, default "", (readonly, never None)

user_path_other

Other user path, for bimanual actions. E.g. "/user/hand/right"

TYPE:
string, default "", (readonly, never None)

classmethod bl_rna_get_subclass(id, default=None)

PARAMETERS:
id (*str*) – The RNA type identifier.

RETURNS:
The RNA type or default when not found.

RETURN TYPE:
`bpy.types.Struct` subclass

classmethod bl_rna_get_subclass_py(id, default=None)

PARAMETERS:
id (*str*) – The RNA type identifier.

RETURNS:
The class or default when not found.

RETURN TYPE:
type

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.id_properties_clear
- bpy_struct.id_properties_ensure
- bpy_struct.id_properties_ui
- bpy_struct.is_property_hidden
- bpy_struct.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.items
- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id
- bpy_struct.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values

References

- Event.xr