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// All scripts require SteamVR plugin for Unity

SnappableObject.cs

- This script is placed in object which is wanted to be snappable into snapzones. In the inspector "Snap Loc" is for dropzone object. "Main Obj" is same object where script is attached.

SnapZones.cs

- This is placed on empty snapzone gameobject. "Part" is for object that is snapped into snapzone area. "Snap Rotation Ref" is gameobject which works as reference for rotation of snappable gameobject.

PointerController.cs

- PointerController reads when SteamVR_LaserPointer is on UI area and when it is out. Reads when trigger is clicked on VR controller and invokes OnClick event on PointerReader.cs.
- Attach this script into both controllers on SteamVR Player prefab.

PointerReader.cs

- PointerReader -script invokes OnClick event. Script is placed on UI button elements.

Safetyvalve.cs

- In the inspector Gameobject is for safetyvalve. Particles in inspector is for water particles and Audio Source is for pop sound of safetyvalve. Indicator is same as in PressureUp -script.

PressureUp.cs

- Add PressureUp.cs into collider which is placed as max pressure point on pressuremeter. Valve One in inspector is for turnable valve which adjusts pressure. XYZ toggles define what axis is used to read rotation values of Valve One gameobject. Pressure indicator is pointer object on meter. Particle System is for waterparticles on safetyvalve to indicate that pressure is released. Audio Source is for safetyvalves popping sound.