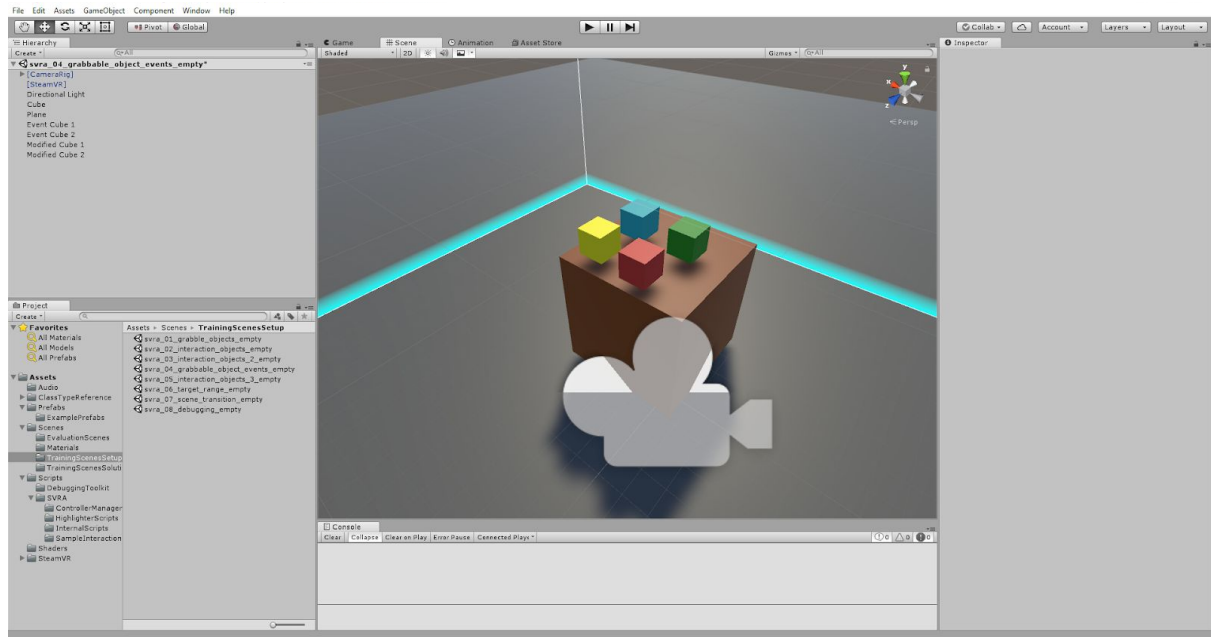


SVRA Tutorial 4: Grabbable Objects Event Bridge

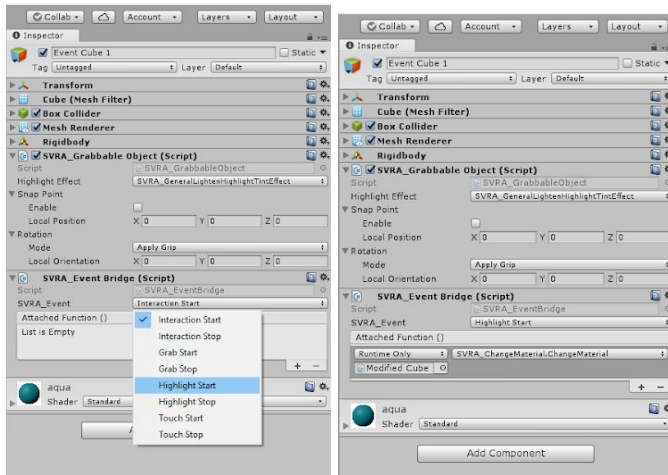
This tutorial will showcase using the event bridge and triggering actions on other interactions aside from just interact interactions.



First ensure that the controllers are setup and all 4 of the cubes made grabbable. The purpose of this tutorial is to showcase using the event bridge for grab interactions opposed to interact interactions. One the two cubes labelled “Modified” add the change material script and set it up to change the material of the cube, as was shown in tutorial 2.

Afterwards attach the event bridge scripts onto the two cubes labelled “Event”. Next setup the event bridge on the event cubes as before except change the SVRA Event action on one of the cubes to be “Highlight Start” and on the other to be “Grab Start” [1]. The “Highlight Start” action will trigger the event upon the object being highlighted, assuming that a highlight effect is established on the object. The “Grab Start” action will trigger the event upon the object being grabbed by the user.

Now upon starting the scene touching one of the event cubes will change the material of one of the modified cubes and grabbing one of the event cubes will change the material of one of the modified cubes.



[1] The setup of one of the cubes and its event bridge