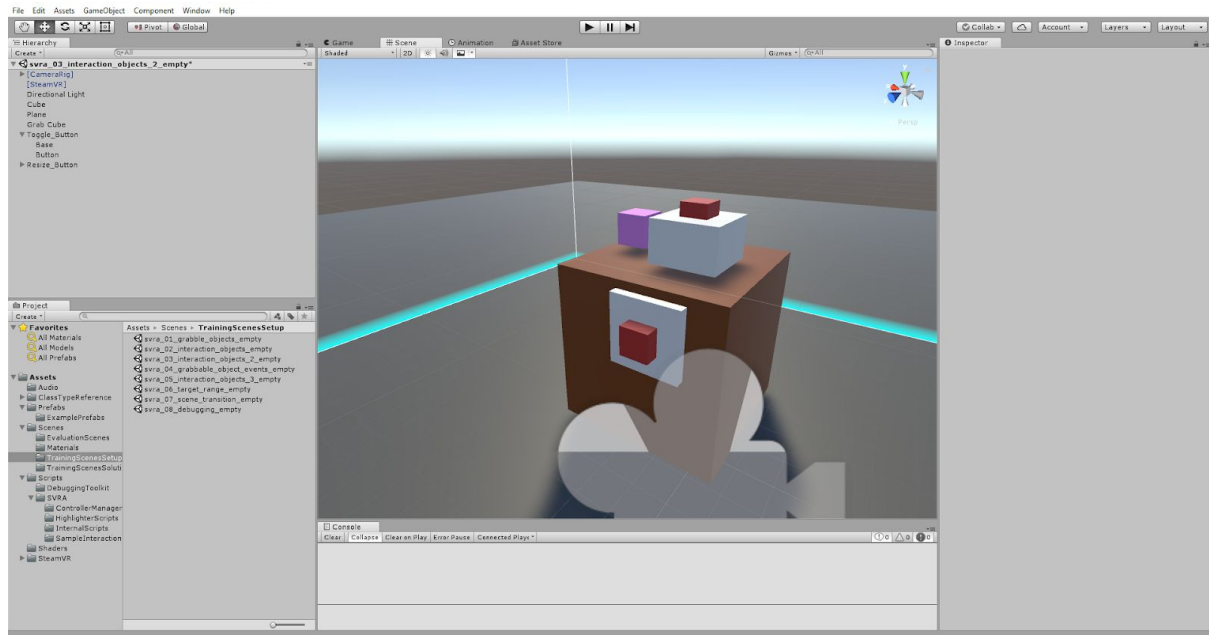


SVRA Tutorial 3: SVRA Interaction Objects 2

This tutorial will introduce the ability to disable the ability to grab or interact with objects and will showcase the player resize script.



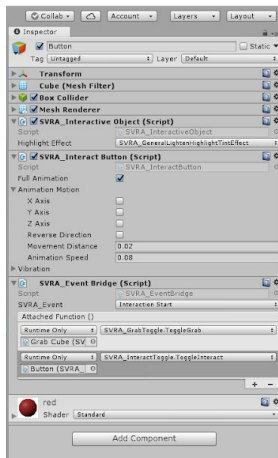
Verify that the controllers and cube are setup as in the first tutorial and ensure you have both a “grab” and “interact” action established on the controller. Next attach the InteractButton and EventBridge scripts onto both the “Toggle-Button” and “Resize-Button” buttons.

Now add the SVRA_InteractToggle script onto the “Resize-Button” and the SVRA_GrabToggle script onto the cube. These scripts allow you to disable the users ability to grab or interact with some object upon triggering some interaction event via the event bridge. Now setup the “Toggle-Button” event bridge to do just that (reference tutorial 2 if you struggle) and so upon interacting with the button the user’s ability to interact with the “Resize-Button” and grab the cube will be disabled [1].

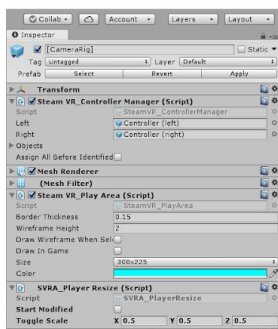
Setup the “Resize-Button” to be interactive as in Tutorial 2 and add the interact toggle script. Setup the event bridge of the “Toggle-Button” as in Tutorial 2 to include the grab and interact toggle scripts so that when the button is pressed the cube cannot be picked up and the “Resize-Button” interacted with.

Next add the SVRA_PlayerResize script on the SteamVR [CameraRig] prefab object [2]. This will allow you to alter the size of the PlayArea (and the user’s perception of their height). Set it up using the event bridge of the “Resize-Toggle” object so that the resize occurs upon pressing the “Resize-Toggle” button [3].

Now upon starting the scene pressing the “Resize-Button” should adjust the user’s height and pressing the “Toggle-Button” will disable the user’s ability to interact with the “Resize-Button” and the grabbable cube.

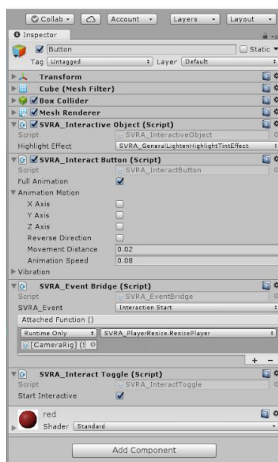


[1] The Inspector view for the “Toggle-Button” with event bridge setup



[2] The [CameraRig] prefab with the SVRA_PlayerResize script attached

- Start Modified: Does the player start at the default size or the modified size
- Toggle Scale: The scale by which to modify the play area to adjust the user’s perception of their height



[3] The event bridge setup of the “Resize-Button” button